

JOE MADUREIRA PRESENTS

The Art of
DARKSIDERS™

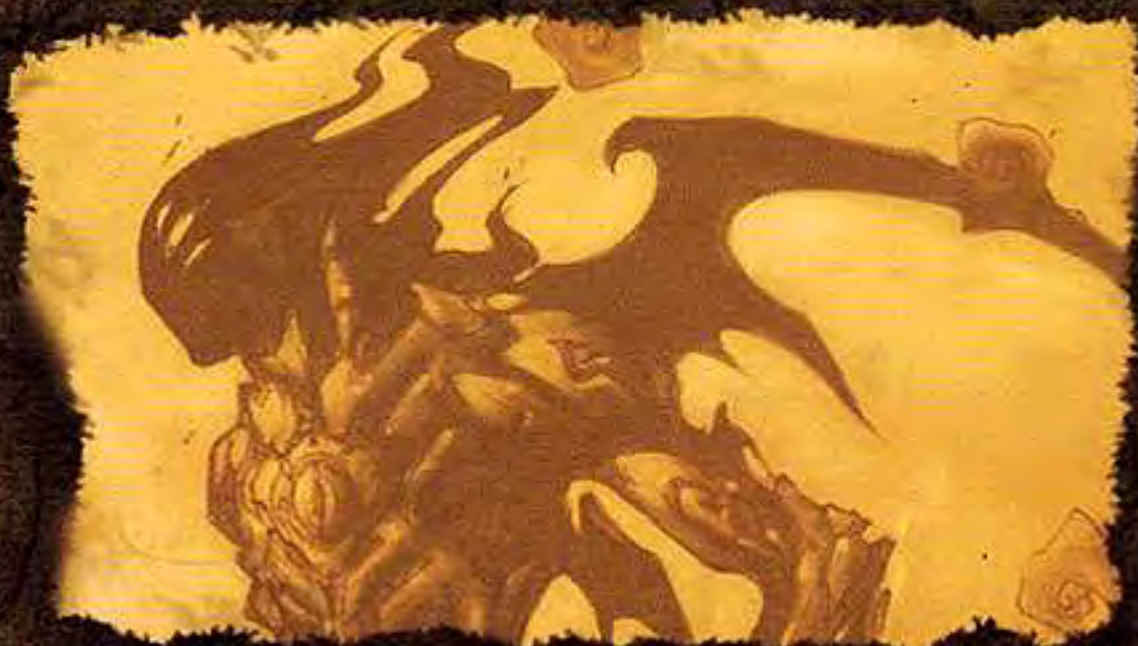




The Art of DARKSIDERS™



Illustrations...8



Characters...14



Creatures...52



Bosses...104



Environments...120



Weapons...202



Artifacts...224



Icons...234



CG Gallery...244



Key Visuals...272



Since the dawn of time...



...the armies of Heaven and Hell
have waged an endless war.



Drawn to the conflict was the Charred Council, an entity bound by ancient laws to preserve order and balance.

It held that any great power, unchecked, threatened the very fabric of the universe.



In time, Heaven and Hell came to honor the council and its laws, for none were beyond the swift and terrible justice of the council's enforcers, a fearsome brotherhood known as the Four Horsemen.

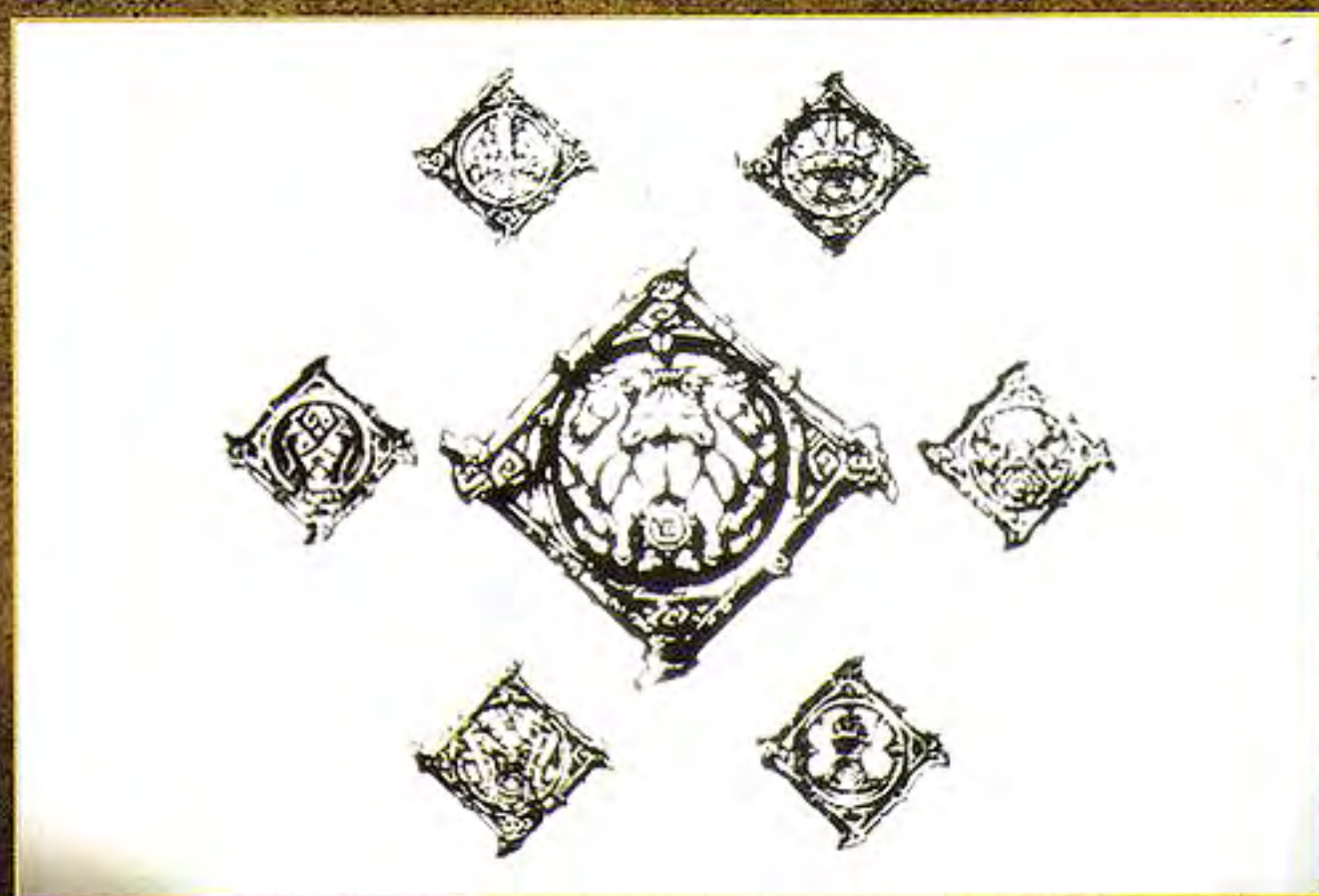




Amid the turmoil, the first humans emerged. The council foretold that these weak, but cunning creatures would someday be integral to the balance.

Thus, a third kingdom was named – the kingdom of man.

By order of the council,
a truce was forged between
Heaven and Hell.



The great pact as bound
by seven seals, to be broken
at the appointed time when
man's kingdom stood ready
for the endwar – a battle
that would bring balance and
determine the ultimate fate of
the three kingdoms...





MAD
CHRIS
08

PLAY MAGAZINE COVER

<< PLAY MAGAZINE COVER



PROMOTIONAL ILLUSTRATION





GAMESTOP POSTER

<< PROMOTIONAL ILLUSTRATION

War

The Horseman War has charged into countless battles astride his spectral steed Ruin, leaving a trail of blood and bones in his wake. His eyes and hair are as white as the chill he casts on angels and demons alike, for the fury of his massive sword is unmatched in combat. As unyielding as time itself, War is both honorable and savage.

When summoned to the Final War, the Horseman's task was to purge the Earth and bring the Kingdoms of Heaven and Hell into a new era. But he was betrayed, and his actions wrote the end to the chapter of man. I have heard that War now seeks his revenge. Surely, only the Horseman's wrath can burn away the pure evil of the Destroyer's reign.

DARKSIDERS



WAR



TURNAROUNDS

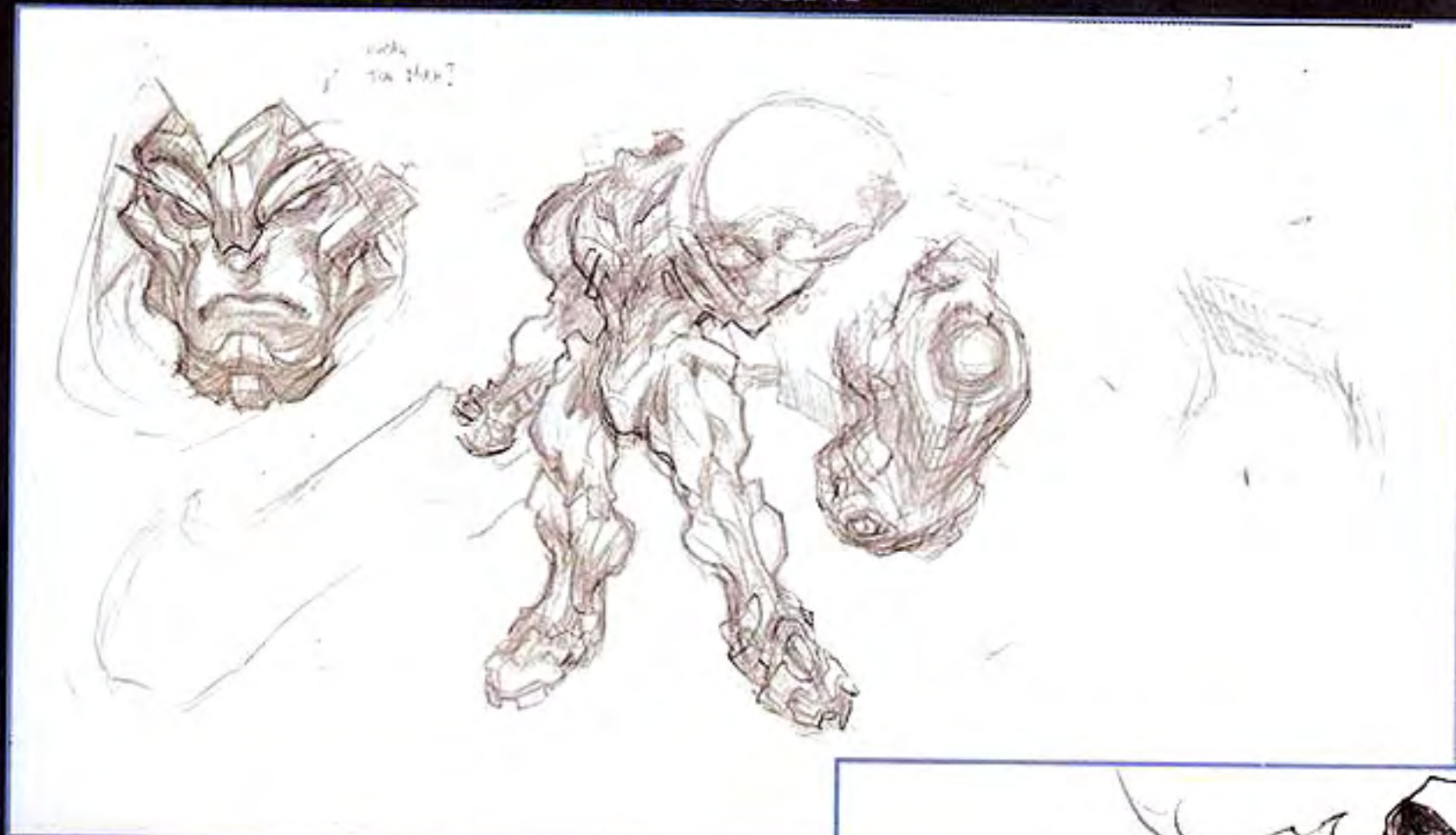


HEAD DETAIL

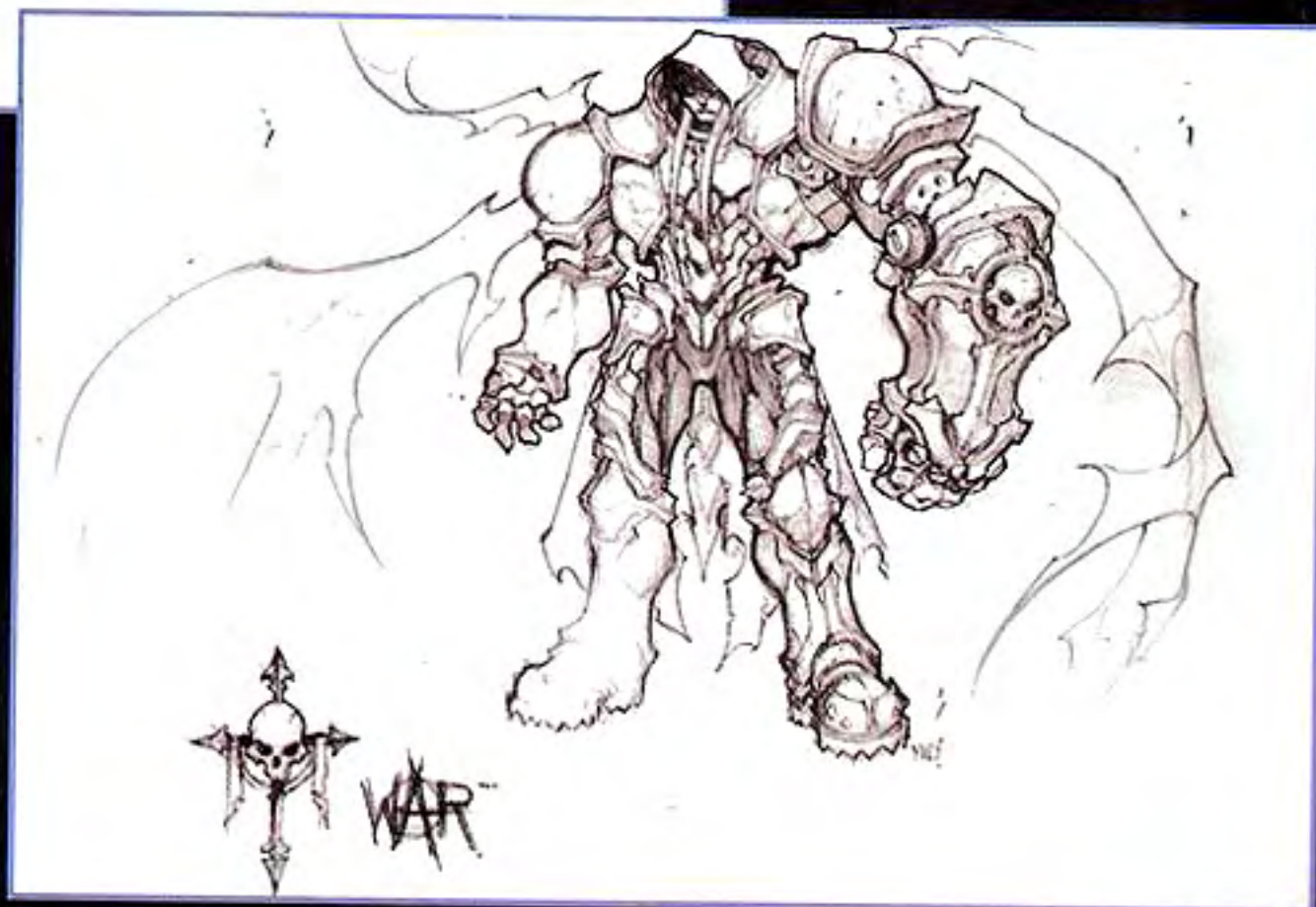
EARLY CONCEPTS -
"BLADE HAND"



EARLY CONCEPTS - ARMOR DESIGNS



HEAD RENDER





EARLY CONCEPTS - "GUY WITH A SWORD"



EARLY CONCEPTS - "FUTURE WAR"



ARMOR SKETCH

TEST RENDERS





TURNAROUNDS



ARMOR SKETCH



TEST RENDERS



EARLY CONCEPTS - "ANCIENT WARRIOR"



ACTION SKETCH



FINAL MODEL



ACTION SKETCH



GAUNTLET CONCEPT



SHADOWFLIGHT CONCEPT



Ruin

Ruin is the legendary red steed of the Horseman War. When astride Ruin, War strikes harder, faster, and wider, his powers somehow magnified by the stallion beneath him. Ruin himself is a deadly opponent. I have seen Ruin burst from the earth in a cloud of smoke and slashing hooves then vanquish demons in cascades of swirling flame.

Like two suns, Ruin and War join to burn all the brighter. If they were to unite on the cursed planes of Earth, nothing could escape their blazing union.



HEAD CONCEPTS





WITHOUT ARMOR

RUIN WITH ARMOR



ALTERNATE DESIGN



Horsemen: Death



Horsemen: Fury



Horsemen - Strife



BODY SHOTS



HEADSHOTS



The Charred Council

There is but one authority in the universe that cannot be questioned—the Charred Council. These three omniscient beings, bound by ancient laws, are charged with preserving the balance between Heaven, Hell, and the Kingdom of Man. To oppose the Council's edicts is to invite terrible retribution at the hands of its enforcers, the dreaded Four Horsemen.

The Council is not known for its mercy. I feel the shadow of the Horsemen looming over the world. We will all answer for the Destroyer's crimes, and "balance" will be measured out in blood and fire.





CONCEPTS



CONCEPTS

Vulgrim

Vulgrim's twisted mind spins with so many detestable schemes that I doubt he even trusts himself. Indeed, he has grown even more devious since mankind exhaled its last breath. If this wretched demon's business is collecting souls, his pleasure is devouring them.

Always ravenous, Vulgrim will beg, steal, or kill for souls. He has also been known to trade for them. A desperate warrior might find such a black bargain palatable. To find him, one need only seek Vulgrim's glyphs, burned into the ground beneath demon haunts and the broken shells of buildings.



SKETCH



CG TURNAROUNDS

The Watcher

The Charred Council is not averse to evil. If anything, they embrace it as part of the balance they're sworn to protect.

The Watcher is a troubling example of such tolerance. Spiteful, fast-talking, and cruel, he is one of the Council's most trusted servants.

The Watcher delights in the suffering of others. Empowered by the Council, he flagrantly tortures and humiliates his charges, dripping poisonous insults and sarcasm onto their prostrate forms. I long for the day when the Watcher's leash is broken and his cruelty is repaid in kind.



SKETCH

Ulthane

Ulthane is an Old One with a unique perspective on the endless machinations of Heaven and Hell—they don't concern him one bit. He greets demons and angels alike with a wink, a merry whistle, and the business end of his black hammer. Through the dark lens of his twisted humor, all is a lark.

The only thing Ulthane takes seriously is the shaping of steel. Among the ranks of legendary weapon-makers, he is unmatched. I have held the Great Smith's craftsmanship myself, his own strength manifest in every line and curve—a sword that could kill a god. The Destroyer will not allow such a weapon to be forged again.



TURNAROUNDS



WEAPONS



SKETCH

Abaddon

The archangel Abaddon was once a valiant warrior of the Light, feared by Hell's minions and respected by the angels who served under him. His fierce determination to rid the world of infernal corruption was as strong as any weapon. But in the heat of battle, even an iron will can be sundered.

Abaddon led the Heavenly Host into combat during the first desperate hours of the Apocalypse, slaughtering uncounted demons—until the Horseman War distracted him. An instant's hesitation was all that the demon Straga needed to crush Abaddon and drag him into the depths of Hell. The Army of Light has yet to recover from the shattering loss of their champion.



ABADDON THE DESTROYER



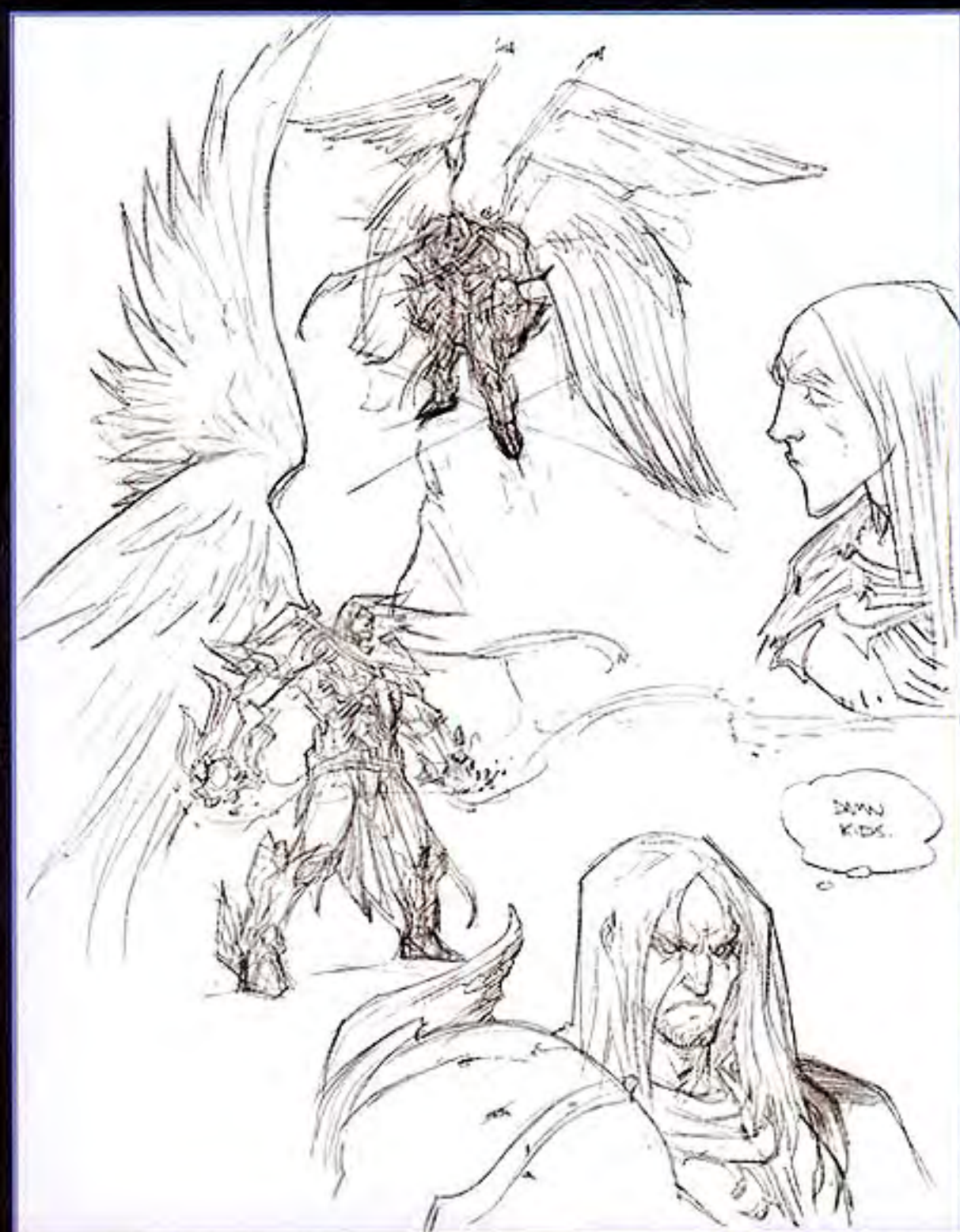
SKETCHES



DEVELOPMENT SKETCHES



DEVELOPMENT SKETCHES



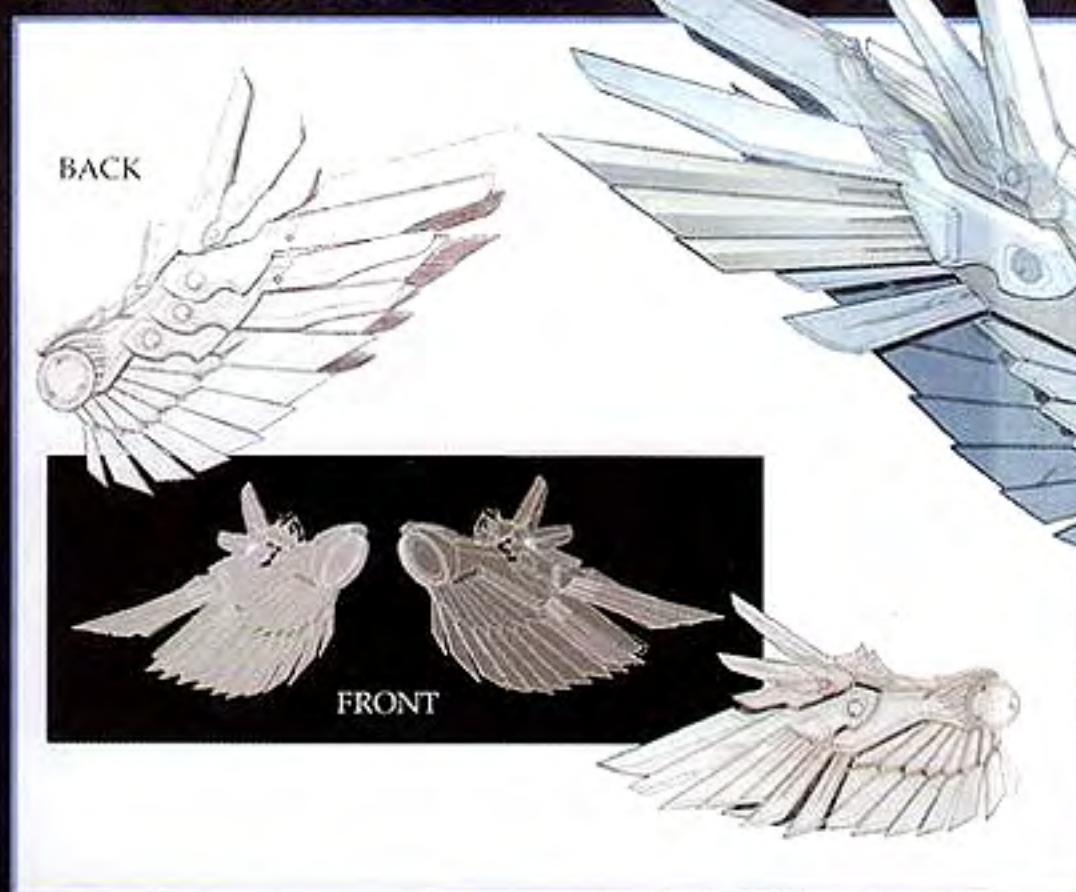
DEVELOPMENT SKETCHES

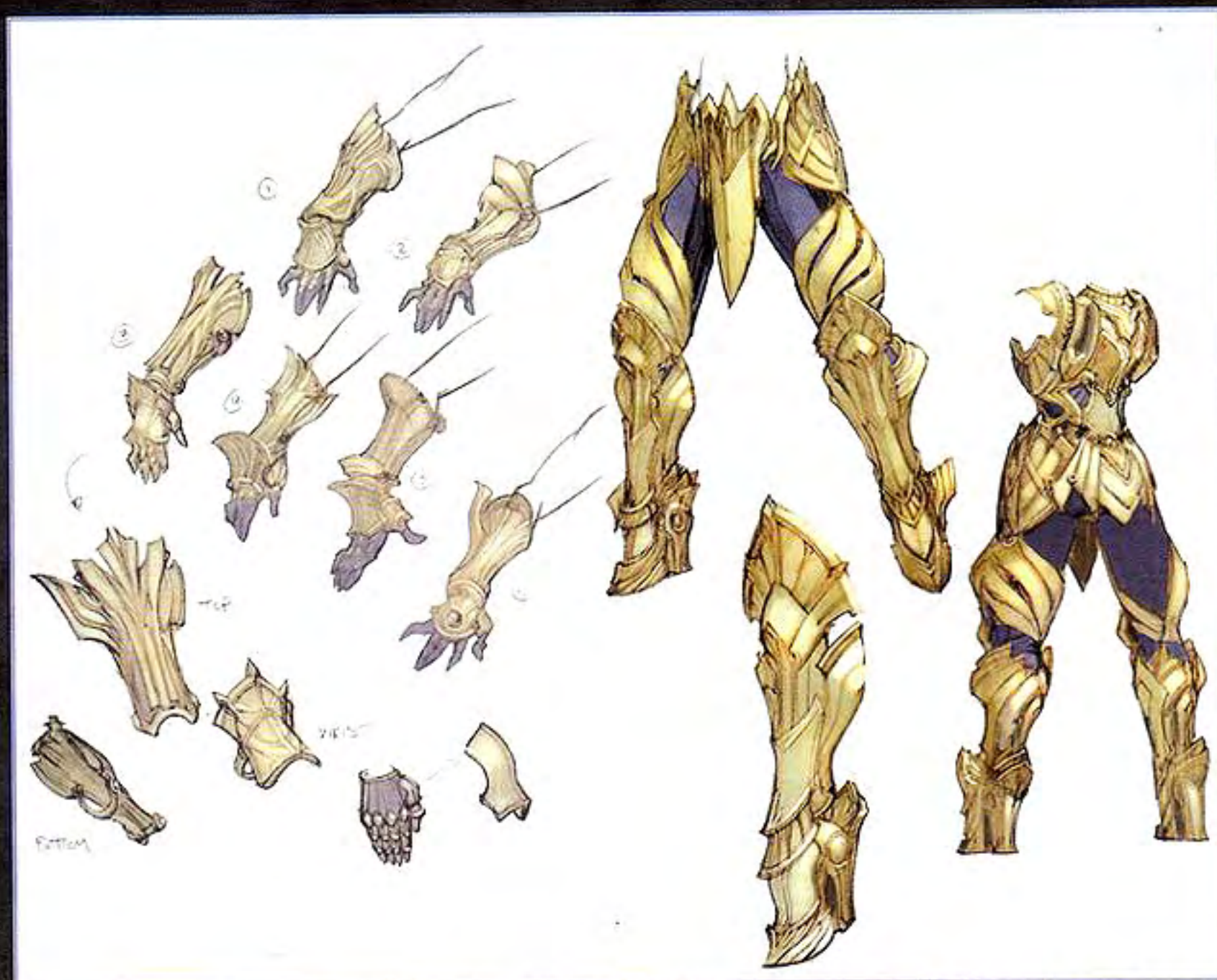


Uriel

Uriel was always one of Heaven's most noble warriors. But when Abaddon fell, I saw something break inside of her. Though her blade is dull with the gore of a thousand demons, she continues to lead the Hellguard across the Earth in an endless search of more to slay. But no amount of demon blood will ever calm her anguished rage.

WING CONCEPTS

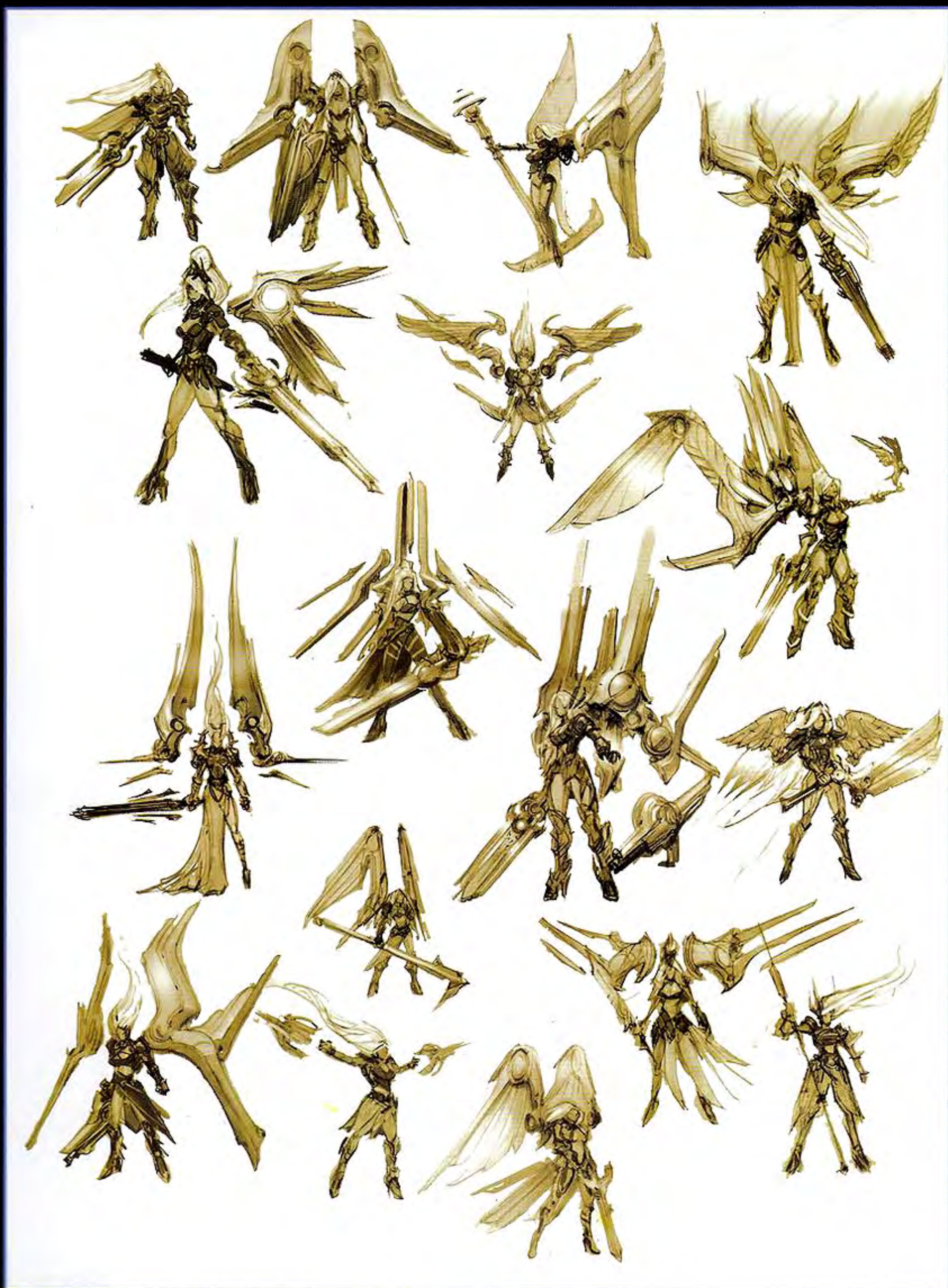




ARMOR DESIGNS

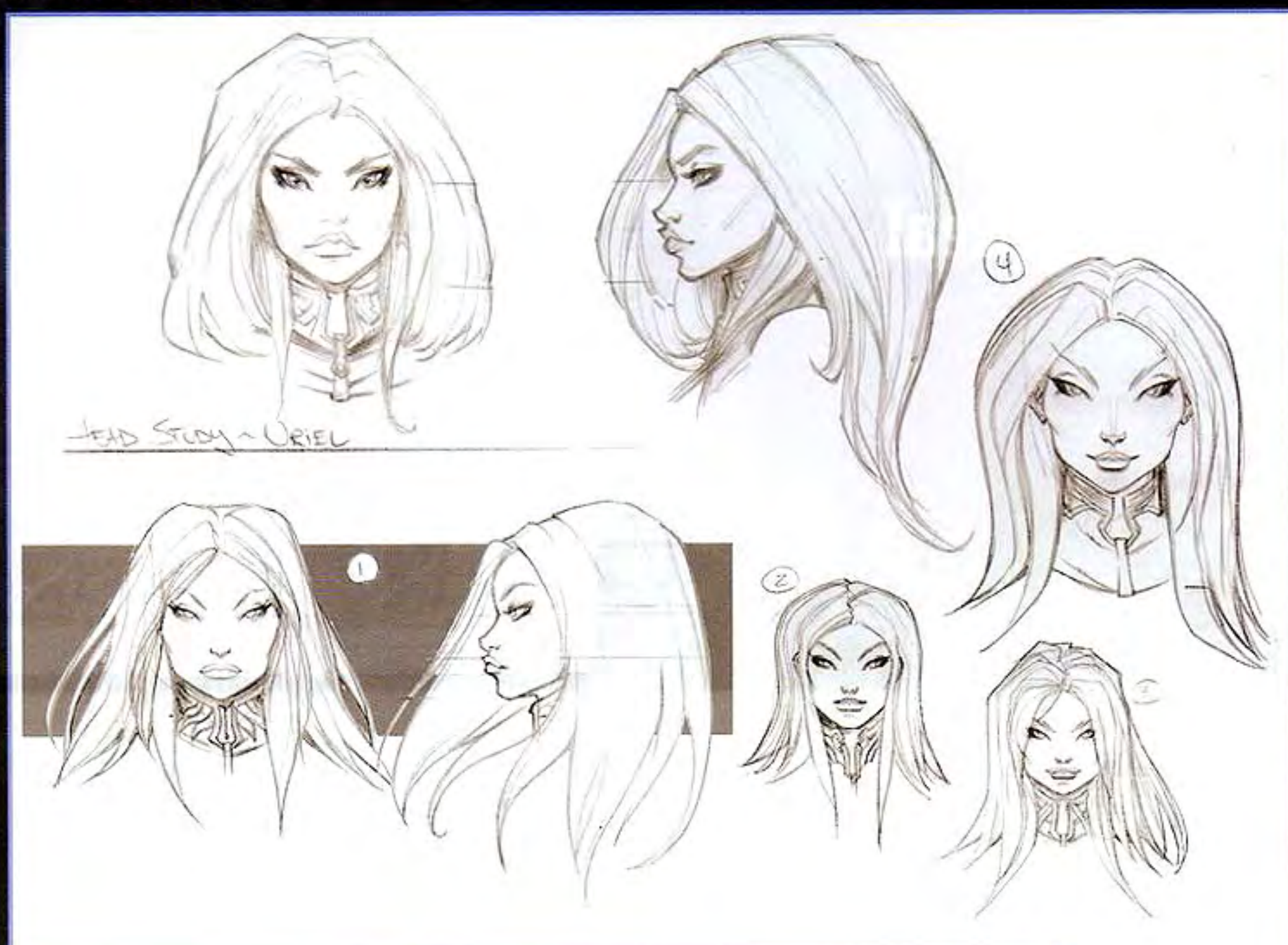


CONCEPTS



DEVELOPMENT SKETCHES

HEAD DESIGNS



ARMOR DESIGNS

Azreal

HEAD DESIGNS



TURNAROUNDS

RENNEL - VARIANTS



HEAD DESIGNS



Samael



Samael is a demon of terrible power and warped beauty. His black wings are hideously inverted, a cruel mockery of the angels he has battled against for so long. To look upon Samael is to know the true face of evil.

Samael rejected The Destroyer's rule. For this, Samael was imprisoned for eternity. Now, his every thought is of vengeance. I feel his rage throbbing from the heart of the Scalding Gallows, and wonder...could the redemption of this bleak world lie with one so utterly consumed by fury?



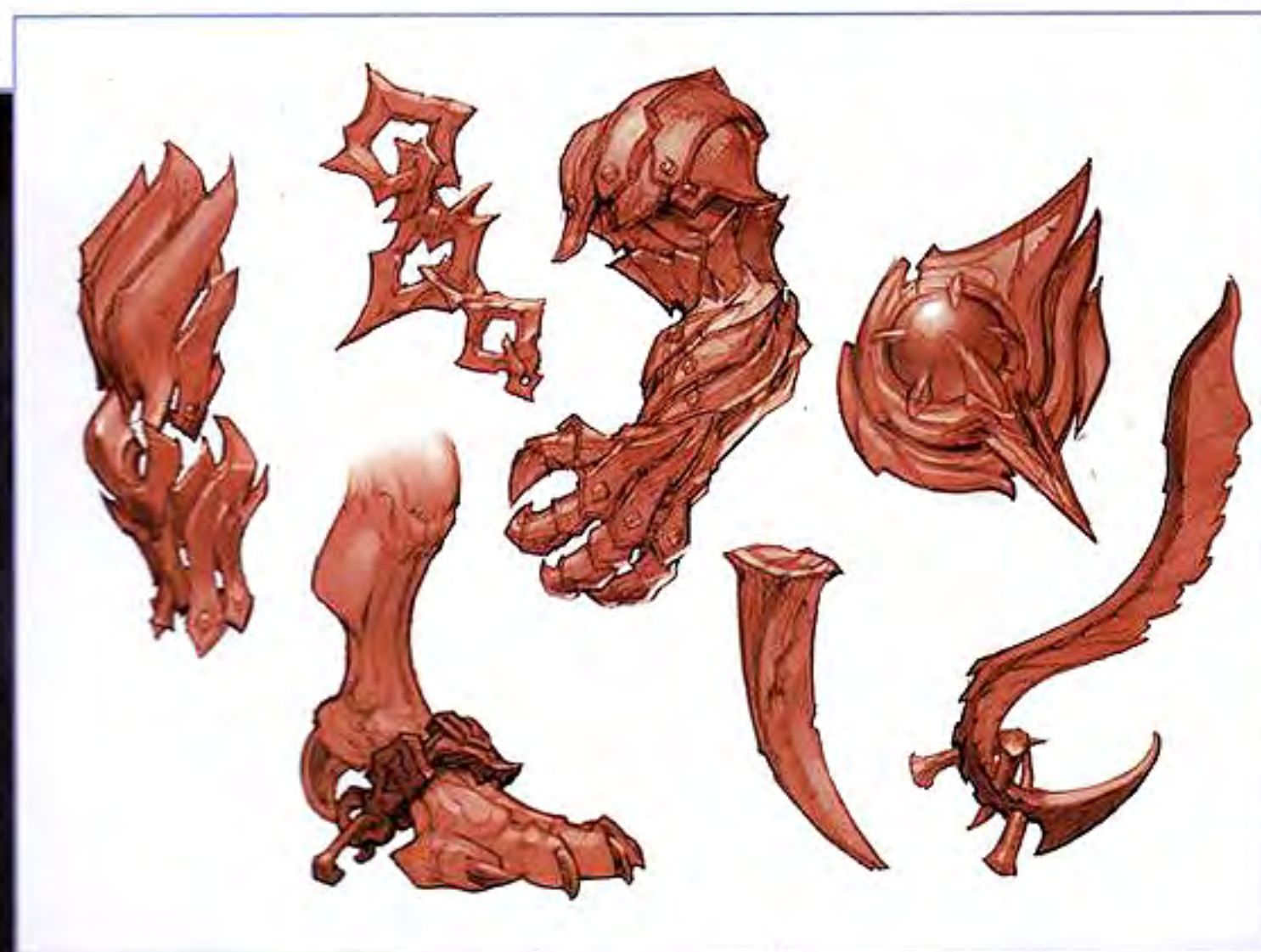
TURNAROUNDS



HEAD
DESIGNS

HEAD DESIGNS





DEVELOPMENT SKETCHES

Lilith





DEVELOPMENT
SKETCHES





DEVELOPMENT SKETCHES

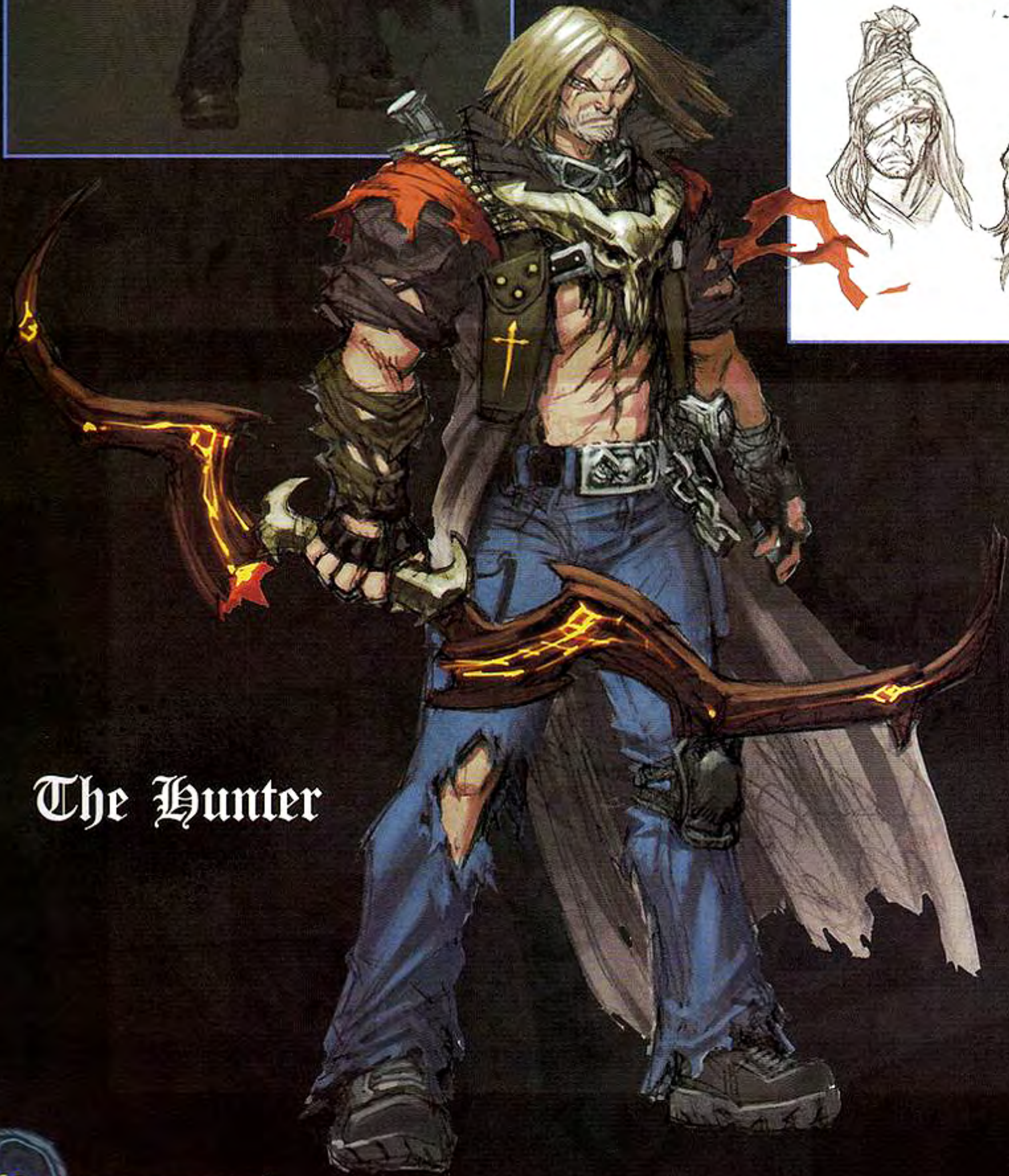


DEVELOPMENT SKETCHES





HEAD DESIGNS



The Hunter

TURNAROUNDS



DEVELOPMENT SKETCHES



CLOSEUP PAINTINGS

The Wicked

Countless corpses have been raised to bolster the Destroyer's army. But even more have risen on their own, fueled by the agony of their evil souls.

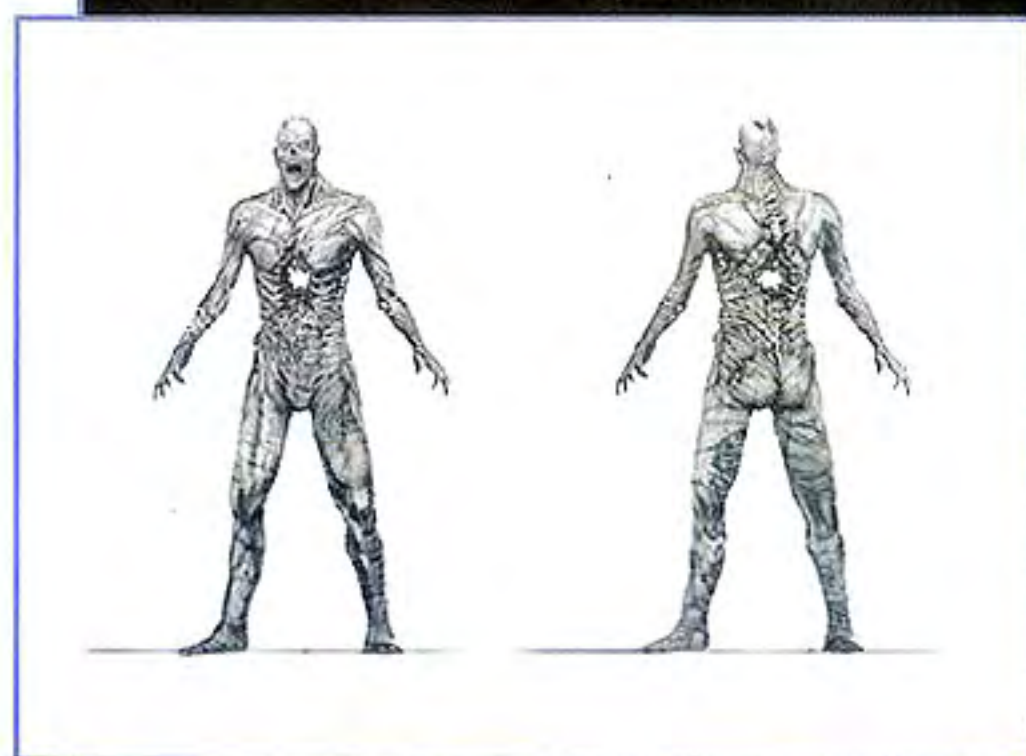
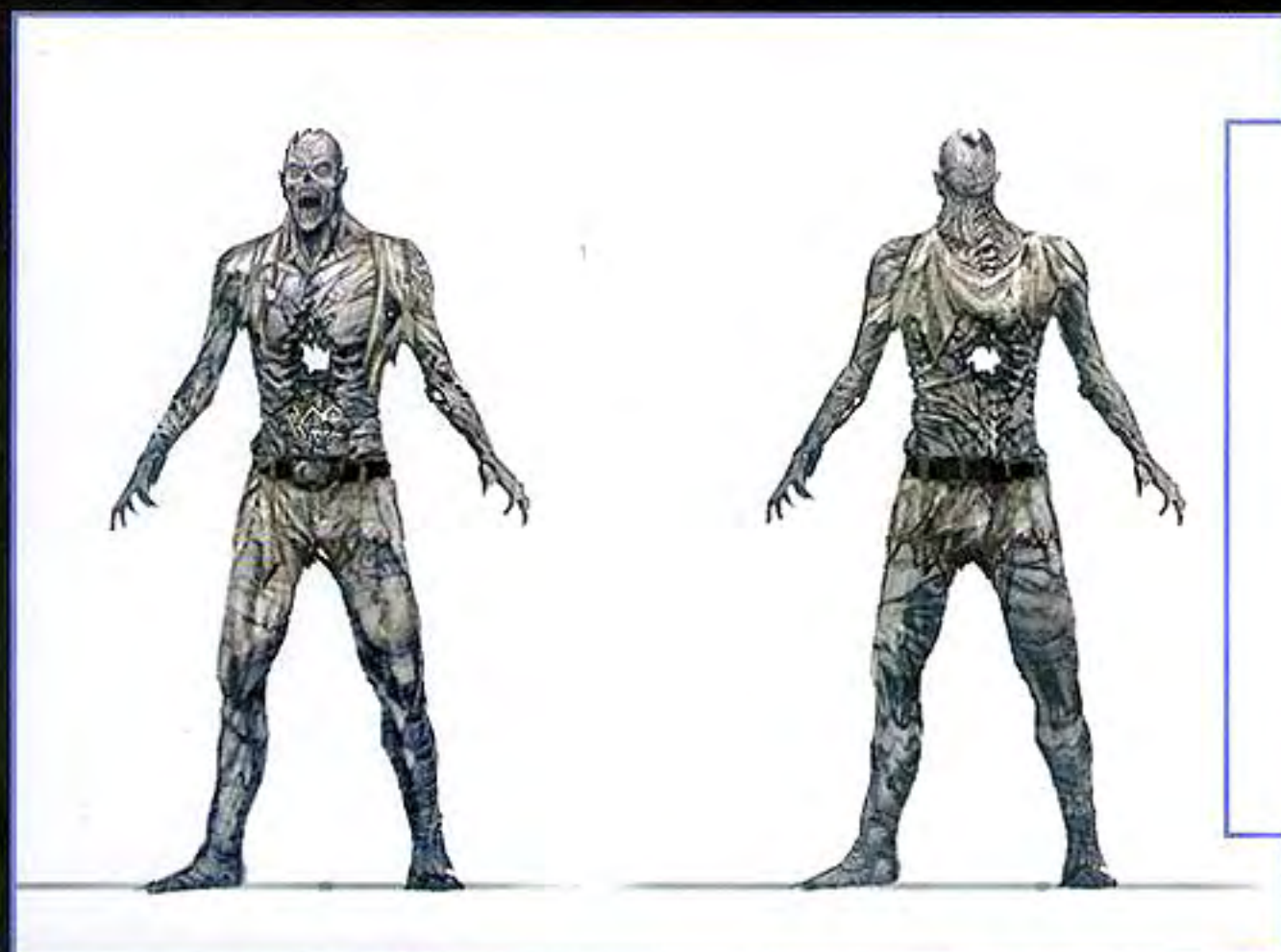
A great number of the Wicked roam this darkened world. Their clothes and skin have long since moldered to dust, exposing tendon, bone and the crusted scars of their death-wounds. Driven to madness by their eternal torment, these fiends will attack anything in their paths with the tenacity of jackals.



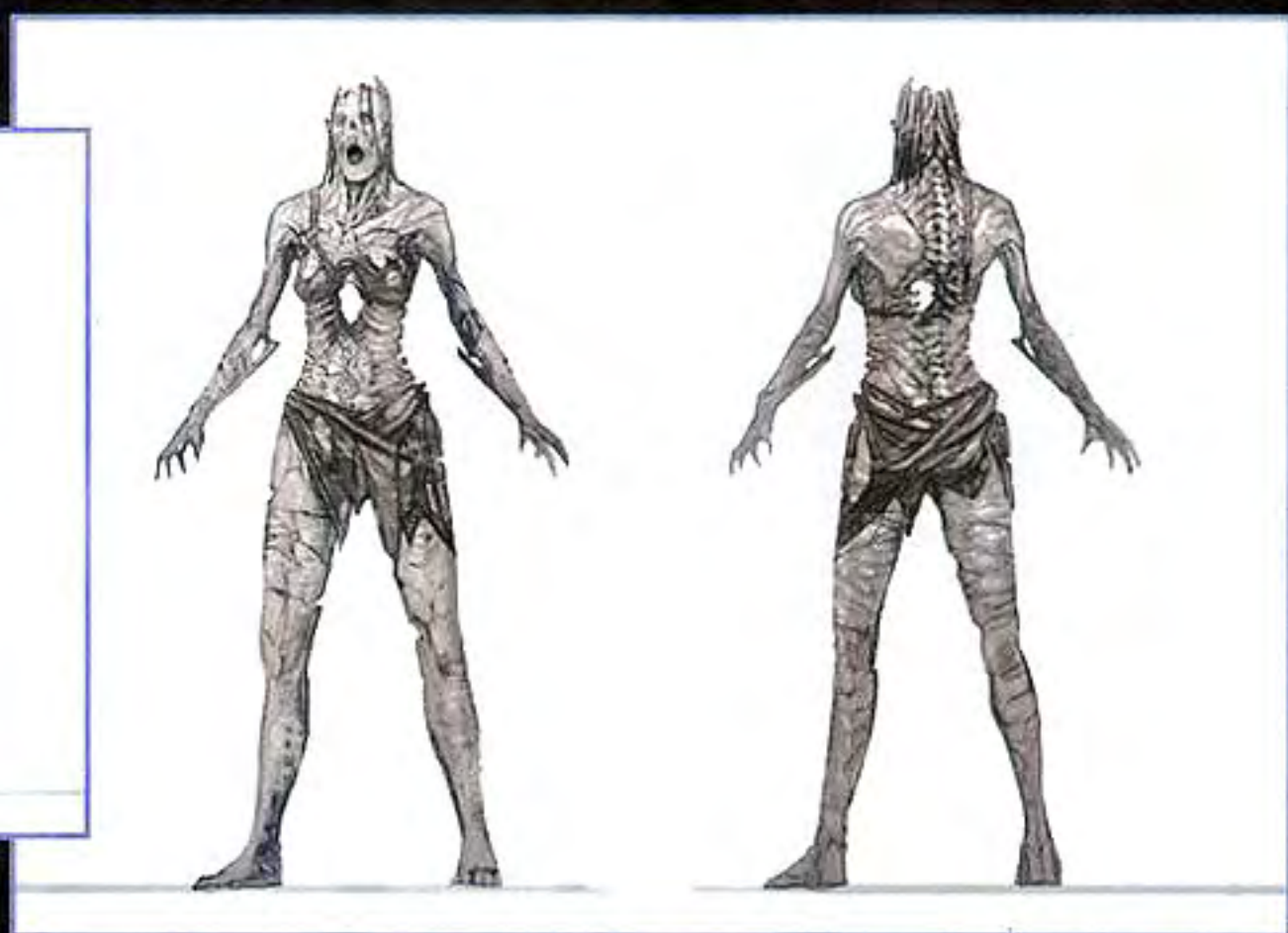
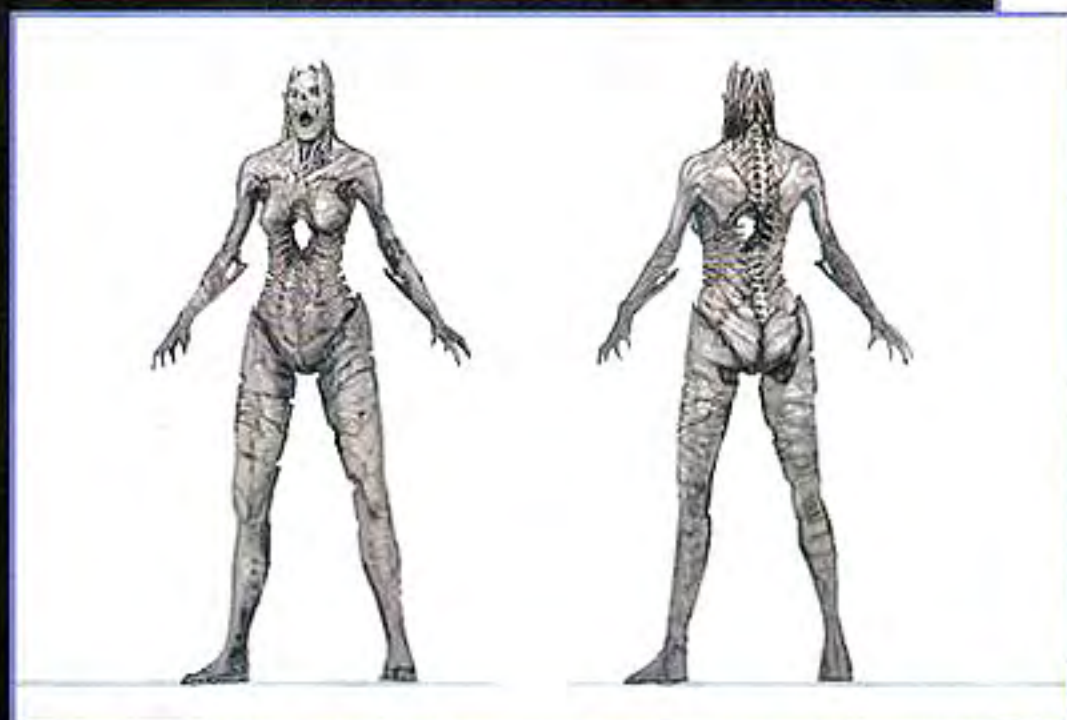
VARIATION



DEVELOPMENT SKETCHES



TURNAROUNDS



TURNAROUNDS

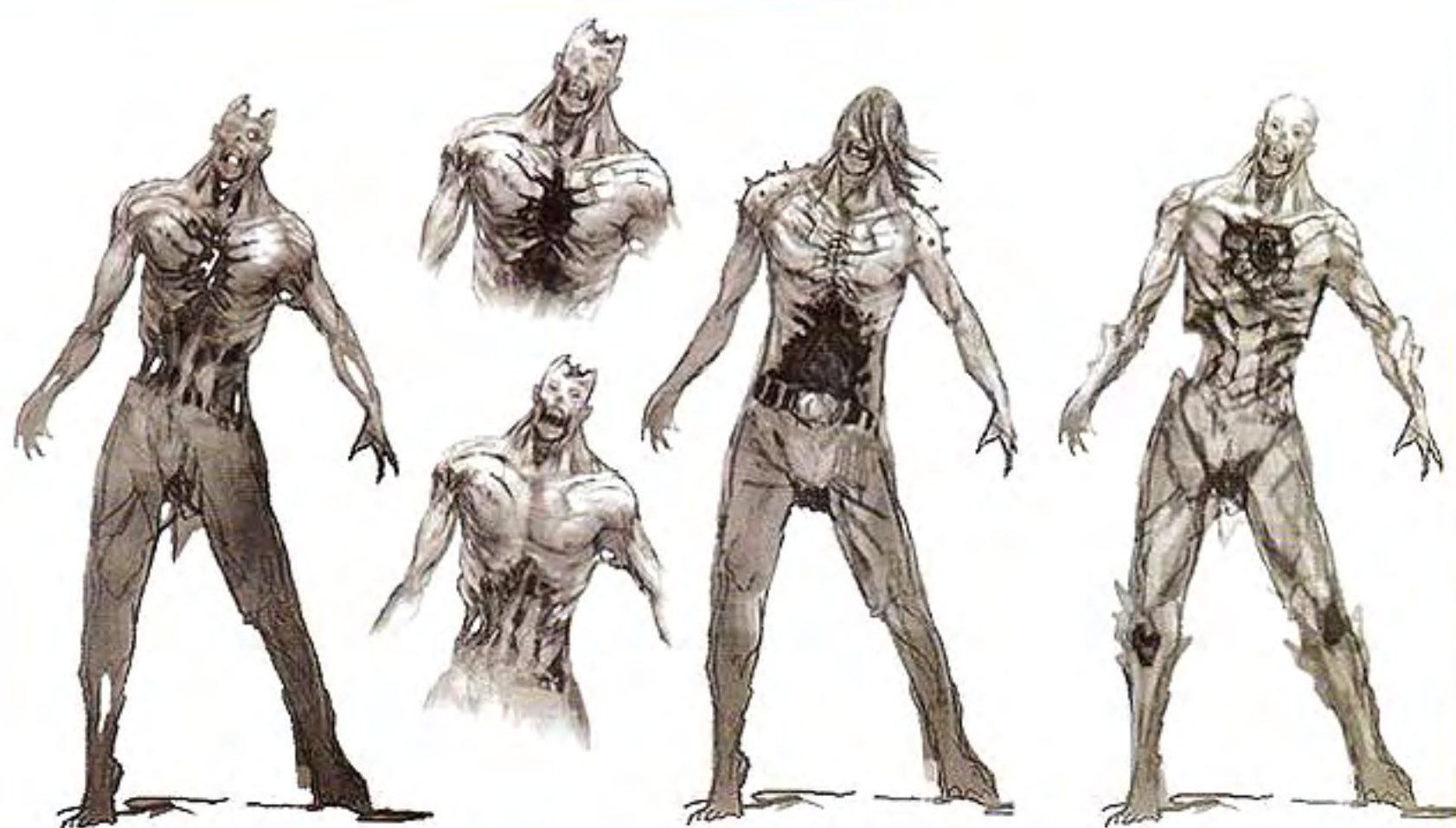


TURNAROUNDS

- MORE BULKY VERSION OF THE STANDARD WICKED.
- SEAL IN GHOST CAVITY GLOWS, EVENTUALLY BURSTING INTO FLAMES. FLAMES SPREAD OVER THE TORSO UNTIL THE BODY DESTOINATES.



DEVELOPMENT SKETCHES

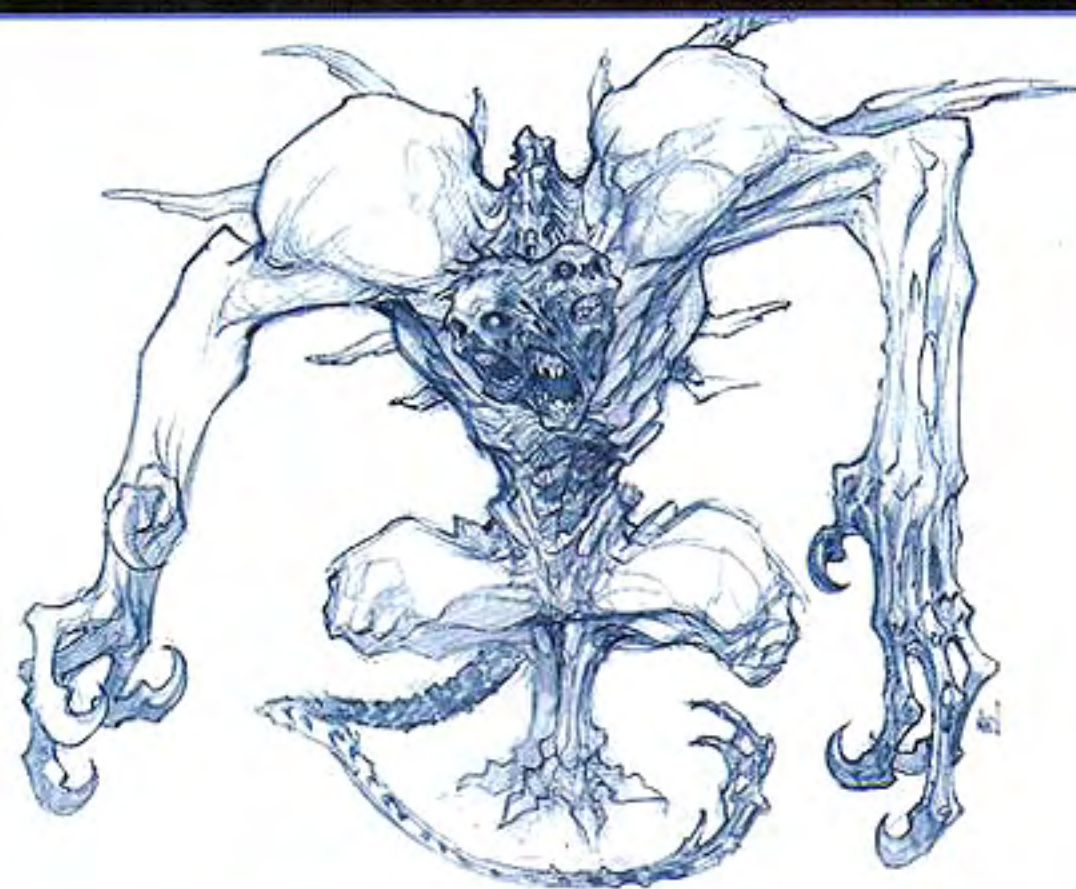


DEVELOPMENT SKETCHES



Minions

The Minions are the Destroyers hounds, pack hunters that scour the wastelands for prey. Their misshapen masses of heads, torsos, and limbs are fused into a hideous array. Over the decades, their prey has grown brutally scarce. What will the foul Minions kill when even Angels are no more than heaps of bone?



PENCIL ART



CG TURNAROUNDS

Undead

It is troubling that in the war between Heaven and Hell humanity found no escape—not even in death.

Animated by the Destroyer's power, the Undead corpses of man still creep across the Earth, their empty eye sockets burning with their master's will.

The Undead are relentless foes, as they sense neither pain nor fear. Projectile weapons do not seem to slow their drive to destroy. Indeed, these mindless slayers have been known to walk through a hail of gun fire just to get close to their prey. This is a most challenging enemy, for how might a warrior kill that which is already dead?

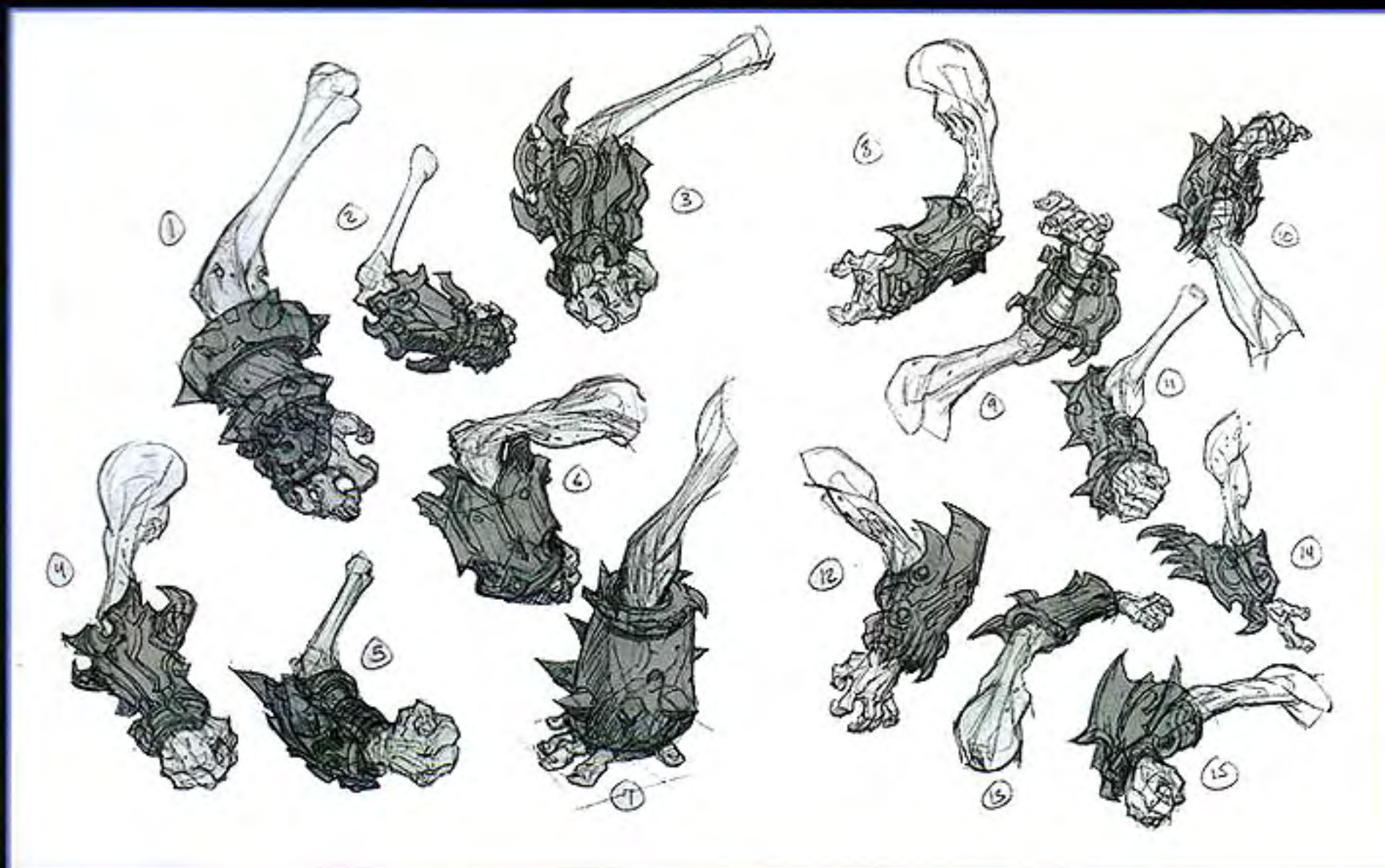




TURNAROUNDS



DEVELOPMENT SKETCHES



SHIELD LORD TURNAROUNDS



Undead Shield Lord

The Undead Shield Lords are among the most dangerous of the living corpses who serve the Destroyer. Their dark armor bristles with spikes and thorns. Their shields are razor-sharp, tapering down to a vicious point that the creatures seek to drive into their prey.

Hidden beneath such a shell, little about the Shield Lords seems human. Only the stench that follows them, that of soured blood and desecrated graves, hints at their unspeakable origin.

PLAGUEBEARER TURNAROUNDS



Undead Plaguebearer

The Destroyer has left the Earth a corrupted, diseased shadow of its former self. The Undead Plaguebearer is yet another manifestation of how twisted the world has become.

A toxic green haze oozes from the folds of the Undead Plaguebearer's skin. Anything caught within this noxious cloud of gas instantly begins to decay. Flesh putrefies and weapons lose their edge. Protected by this fetid mist, the Plaguebearers mount furious melee attacks. Only when stunned does this cloud dissipate, leaving the Plaguebearer vulnerable for a brief moment. The only sure defense against this relentless foe is to kill it—again.



UNDEAD CONCEPTS



UNDEAD
CG RENDERS

Phantom Guard

From the greatest of Infernal Lords to the lowest of Wicked, Hell's legions still spread across the desolate Earth. The Phantom Guard form the backbone of the Destroyer's army.

They are hideous to behold, with craggy faces, stunted wings, and armor as jagged as their flesh. For years the Phantom Guard hunted the remains of mankind without pity. Now, these demons battle the valiant angels who patrol the scorched sky, and sate their bloodlust on those they bring to ground.



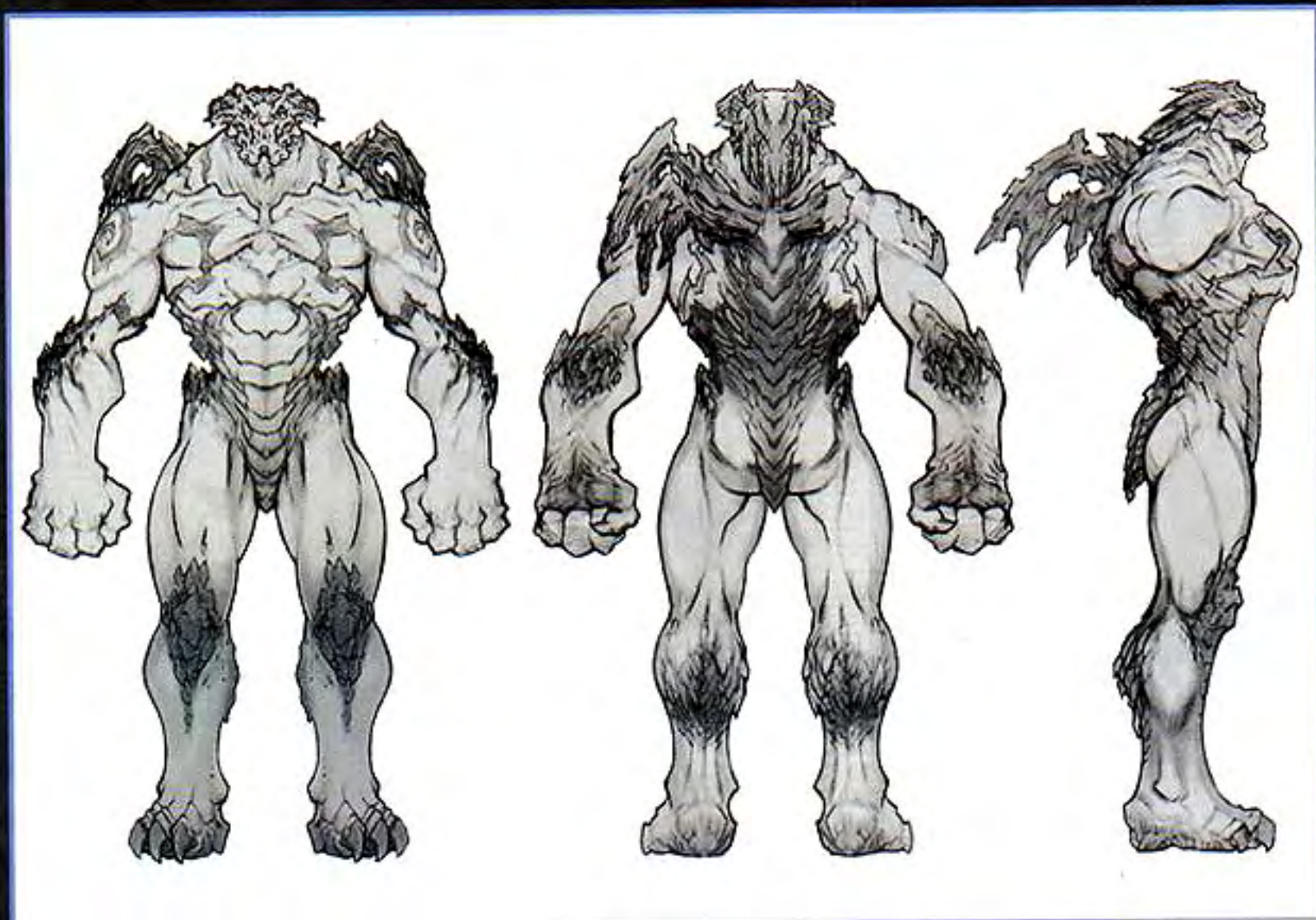
TORSO SKETCH



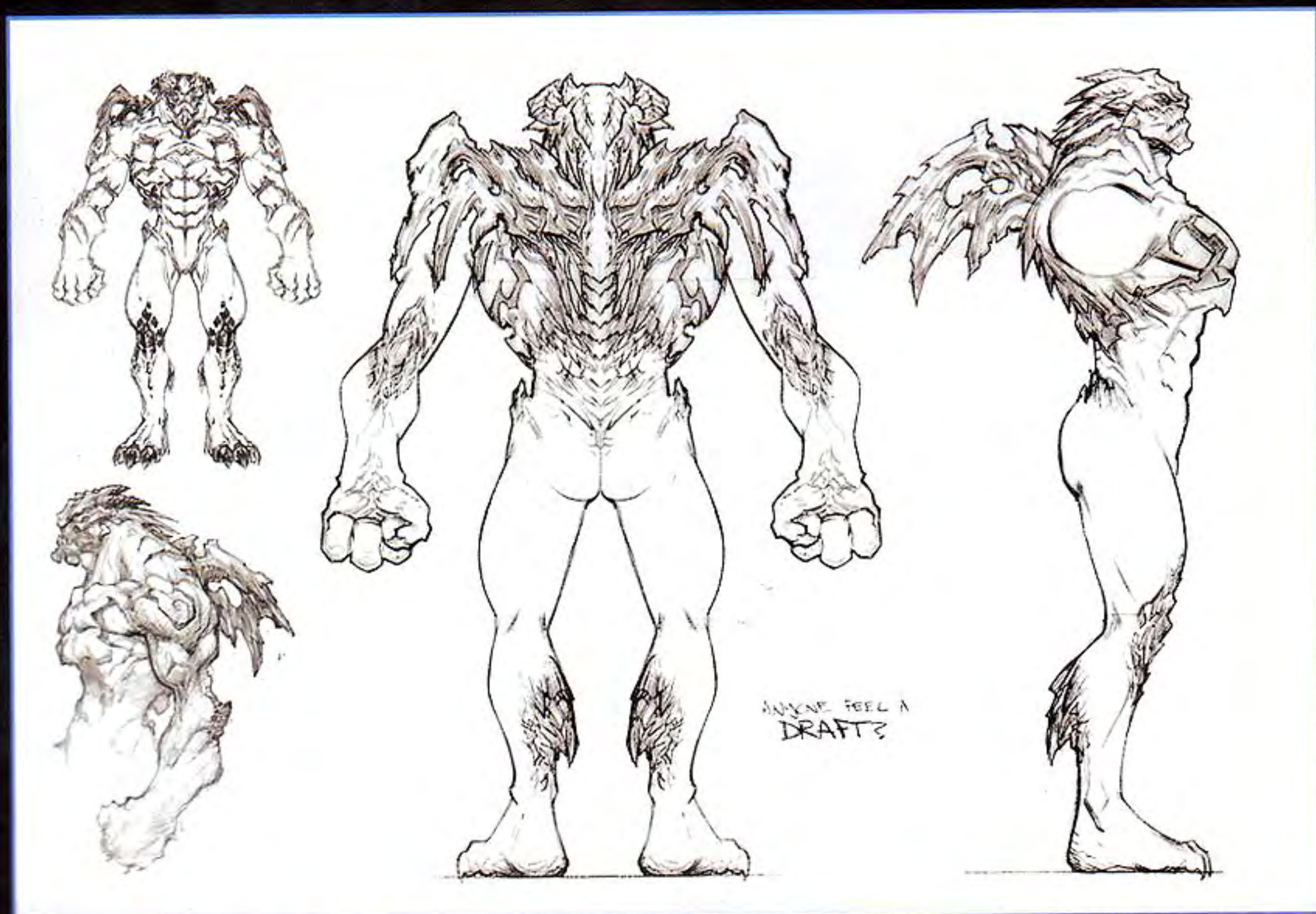
CG MODEL
RENDER



CG TEXTURED
MODEL RENDER



SOLDIER TURNAROUNDS



SOLDIER TURNAROUNDS



PHANTOM GENERAL TURNAROUNDS



SIZE COMPARISON



SOLDIER TURNAROUNDS



BERSERKER TURNAROUNDS



PHANTOM GUARD SHAMAN CONCEPTS



PHANTOM GUARD SHAMAN CONCEPTS



CG TURNAROUNDS



CG TURNAROUNDS





HORSE DESIGNS

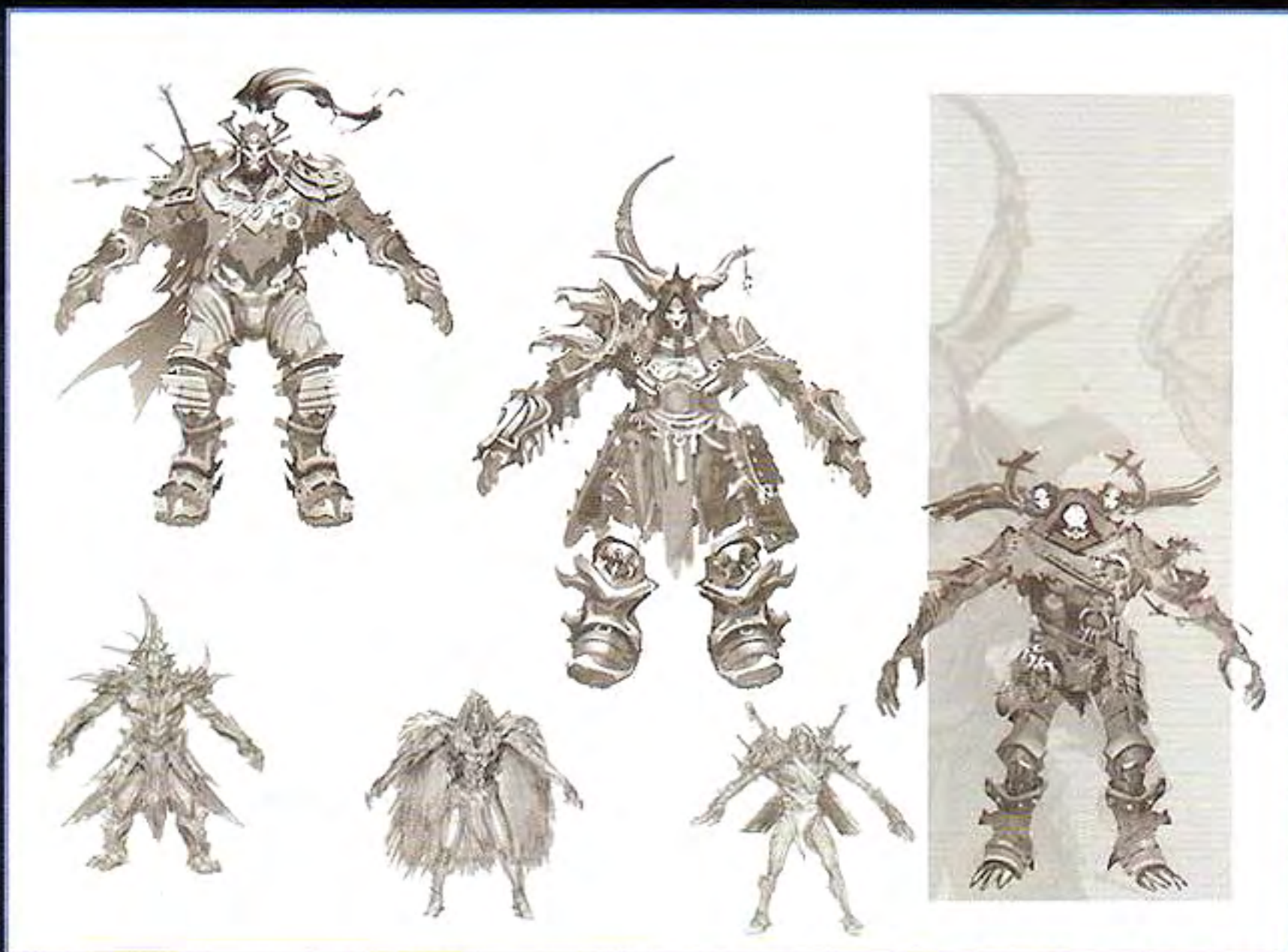


ARMOR DESIGNS

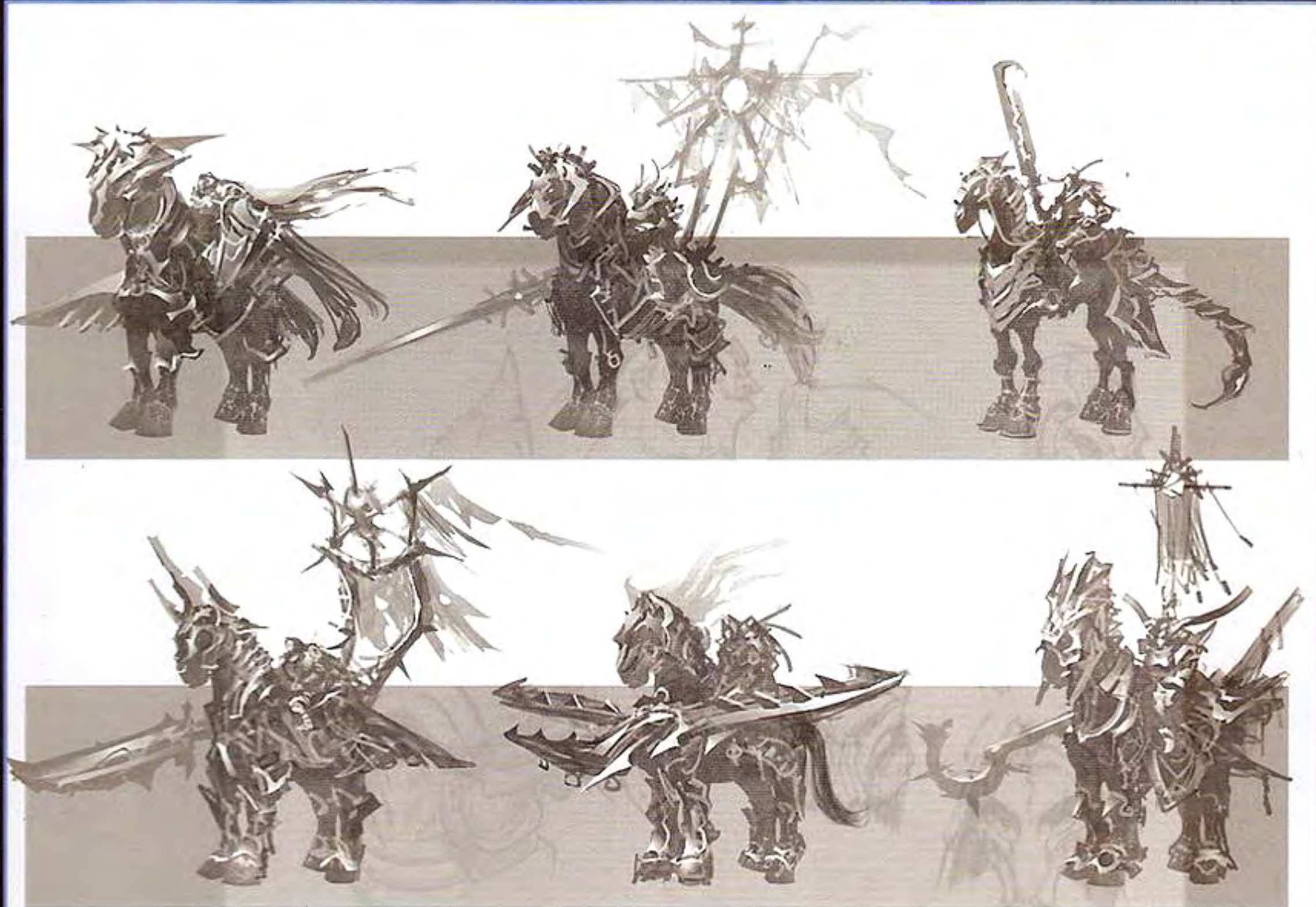
Abyssal Riders

The Abyssal Riders are the Destroyer's cavalry. Beneath their armor, these pitiless horsemen are cracked and pale, their flesh barely able to contain the hellfire that roils within.

They can release this energy in sorcerous attacks, or channel it into their phantom steeds which shriek with the agony of their Riders' tortured souls. From the bleak place of my captivity, the pounding hoofs of the Abyssal Riders sound like the distant beat of Death's Drum.



RIDER DESIGNS



DEVELOPMENT SKETCHES



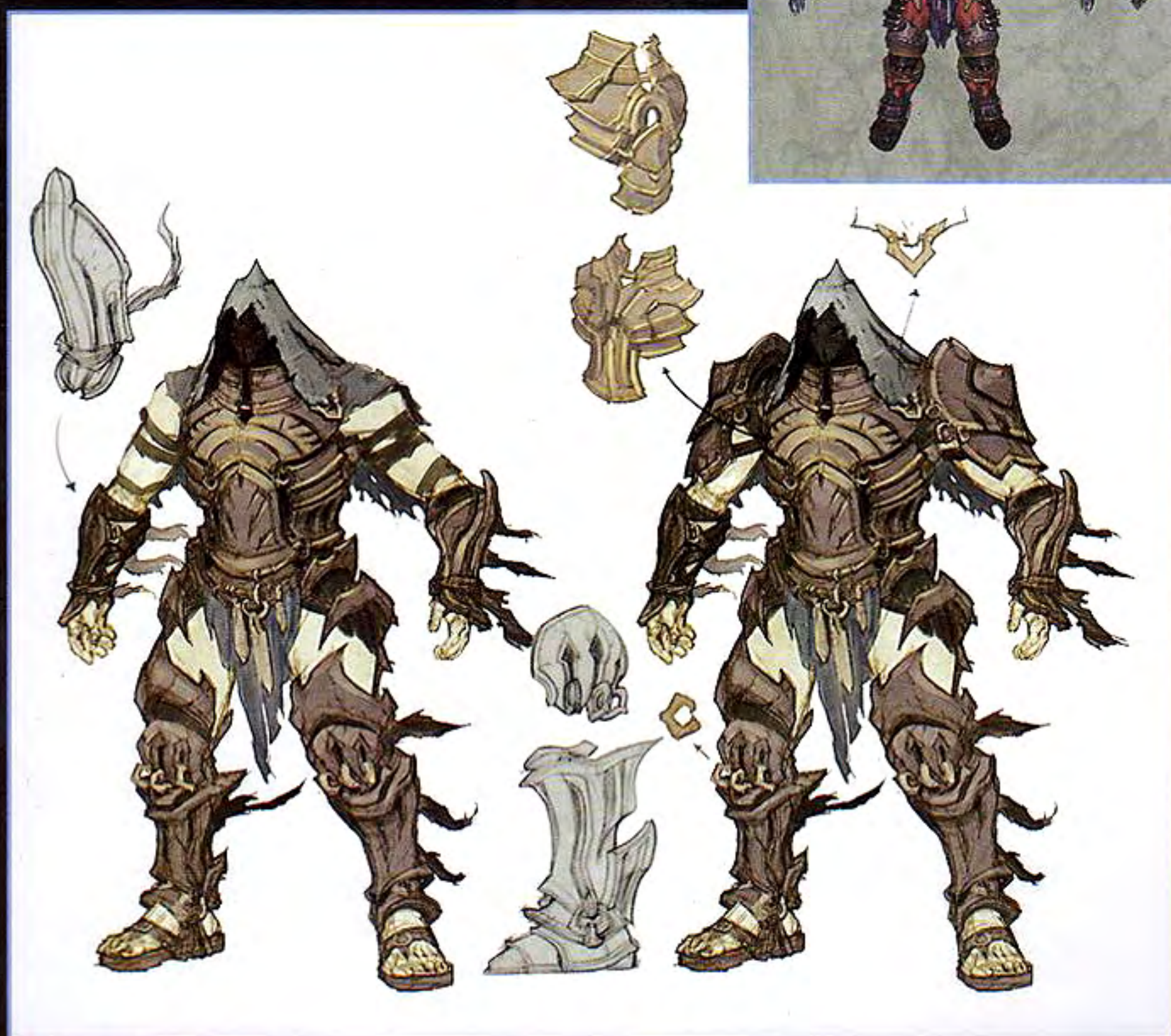
ARMOR DESIGNS



HEAD
CONCEPTS



TURNAROUNDS



The Jailer

The Jailer's hulking torso is formed from the remains of countless cadavers. Hanging from this shroud of decayed flesh are cages where the souls of those killed by the Jailer remain trapped. These souls can be summoned as rotting corpses to serve the Jailer's command.

As the undead mob harries his prey, their master crushes the victim beneath his cage. The demons hint that some darker secret lies hidden within the Jailer's hideous frame.



SKETCH



EARLY CONCEPT





THE JAILER

FINAL DESIGN



CG RENDERS





WRAITH CONCEPTS

Wraith

Among the horrors of Hell there is also seductive beauty. The Wraiths float alluringly above the wastes, their tattered garments billowing gently in the breeze. But beneath a Wraith's delicate facade there is only hunger. These she-demons devour life force, mercilessly extracting it from any who stumble near. Their prey are left mere husks, the cast-away shells of an unholy sirens' feast.



WRAITH CONCEPTS



DEVELOPMENT SKETCHES



DEVELOPMENT SKETCH



CG RENDER



CG RENDER



CG RENDER



CG TURNAROUNDS



DEVELOPMENT SKETCHES



TURNAROUNDS



Caster

A journey through the Destroyer's kingdom is one few survive. His servants watch every street, with ears cocked for the slightest sound. And some, like the serpentine Casters, are impossible to evade. These demons do not rely on sight—they can taste vibrations on their snaking tongues. An errant soft footfall on powdered ash will drive them to a murderous frenzy.

Once prey is targeted, the Caster's clawed hands knead energy into crackling balls of fire, which explode in all directions. This hell-bred beast will attack until it tastes the sweetest vibration of all—the last shallow beat of a dying heart.



HEAD DESIGNS



TURNAROUNDS



CONCEPT SKETCHES



CONCEPT SKETCHES

The Fallen

The Fallen are the twisted shadows of their angelic brethren. They are opportunistic hunters, prowling the skies over destroyed cities. I have seen them dive on their prey without warning, their shrieks echoing through the bone-strewn canyons of mankind's remains. I have also seen their dark silhouettes dancing in battle with angels far overhead.



TURNAROUNDS



THE
FALLEN

EARLY CONCEPT



CONCEPT SKETCHES



GRAPPLECLAW CG TURNAROUNDS



PENCIL ART



CG RENDER

Gholen

There is nothing subtle about the massive Gholens. The very ground trembles under their monstrous weight. Each hand is impossibly hard and smolders with fire that cannot be quenched. Gholens shake off blows that would fell trees, and crush skulls as if they were clay. When enraged, I have seen them rip up lengths of street and smash the ground to create mammoth concussion waves.

Trauma

There are many hellish creatures in the Destroyer's army, but few can match the savage strength of the Trauma. The chains that once bound them hang loosely from their hands and neck. The colossal beasts have mammoth claws on each hand that can shred steel as easily as flesh. I have seen them skewer cars and other debris from Man's reign to hurtle at passing angels. Their brutality is fearsome to behold.

TURNAROUNDS

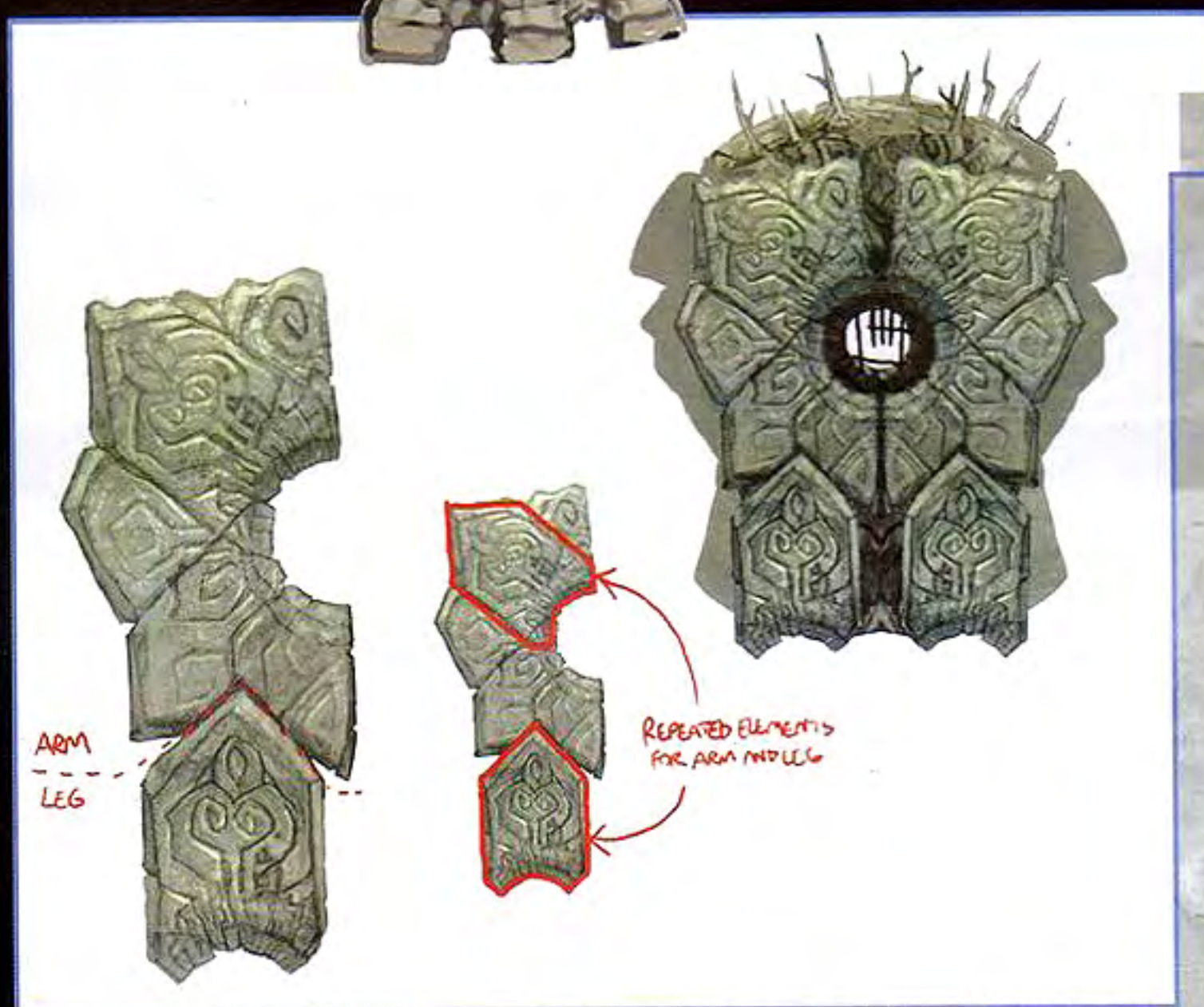


PENCIL ART



Tormented Gate

The Tormented Gates are massive creatures that have been enslaved by the Destroyer. Their huge stone arms can fold into a massive rock wall, a trait the Destroyer has used to turn these gentle beasts into towering barricades. I have heard of a horn that can awaken these gates, but that relic has fallen into evil hands that will not part with it lightly.



TRANSFORMATION CONCEPTS





Duskwings

I have not seen the sun in over a hundred years. The sky itself is choked with ash and pestilence. And then there are the living clouds—the black and ravenous Duskwings.

Hovering on tattered wings, Duskwings are forever in search of carnage. With claws, fangs, and fury they render their victims a bloody smear. Even the rusting hulks of Man's wheeled machines are but toys to them. These vile creatures live only to kill, and their numbers seem to have no end—Duskwing eggs are scattered wide across the ruined city.

I fear the sun may never shine again.



PAINTED ART

Broodlings

Silitha's Loom is a maze of web and fire-husked buildings, so silent that the patter of crumbling concrete echoes for miles. But these ruins are not unoccupied.

Hidden throughout the moldering towers are birthing sacs, globular growths that pulse with life. When the sacs burst, Broodlings are strewn onto the ground. These spiny-backed monsters know only ravenous hunger. They engulf any living thing that intrudes on the Loom. In seconds, their vicious mandibles can pick a victim's bones clean. With each passing day the swarm grows ever larger.



CG RENDER



PENCIL ART



HEAD SHOT



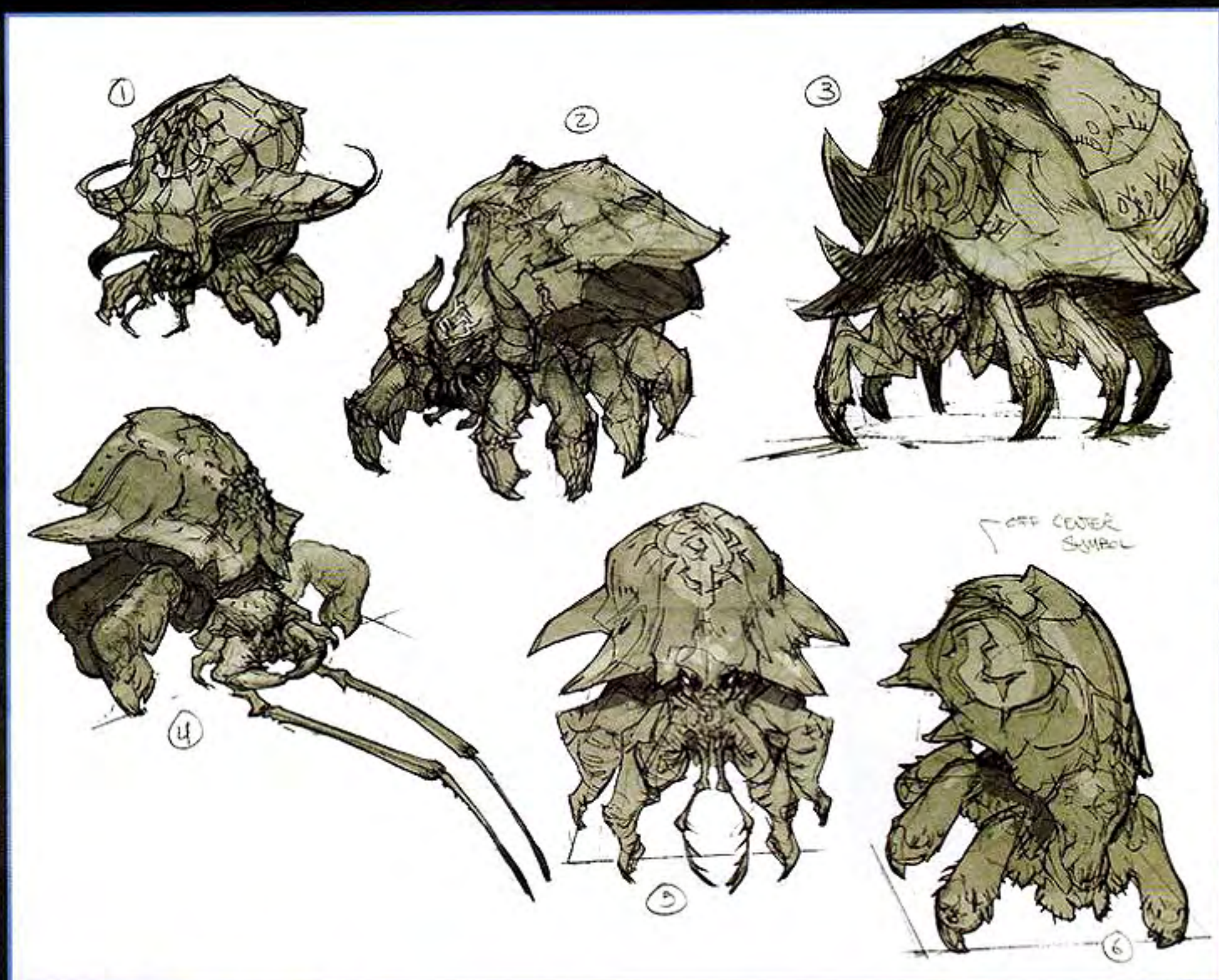
TURNAROUNDS



TURNAROUNDS

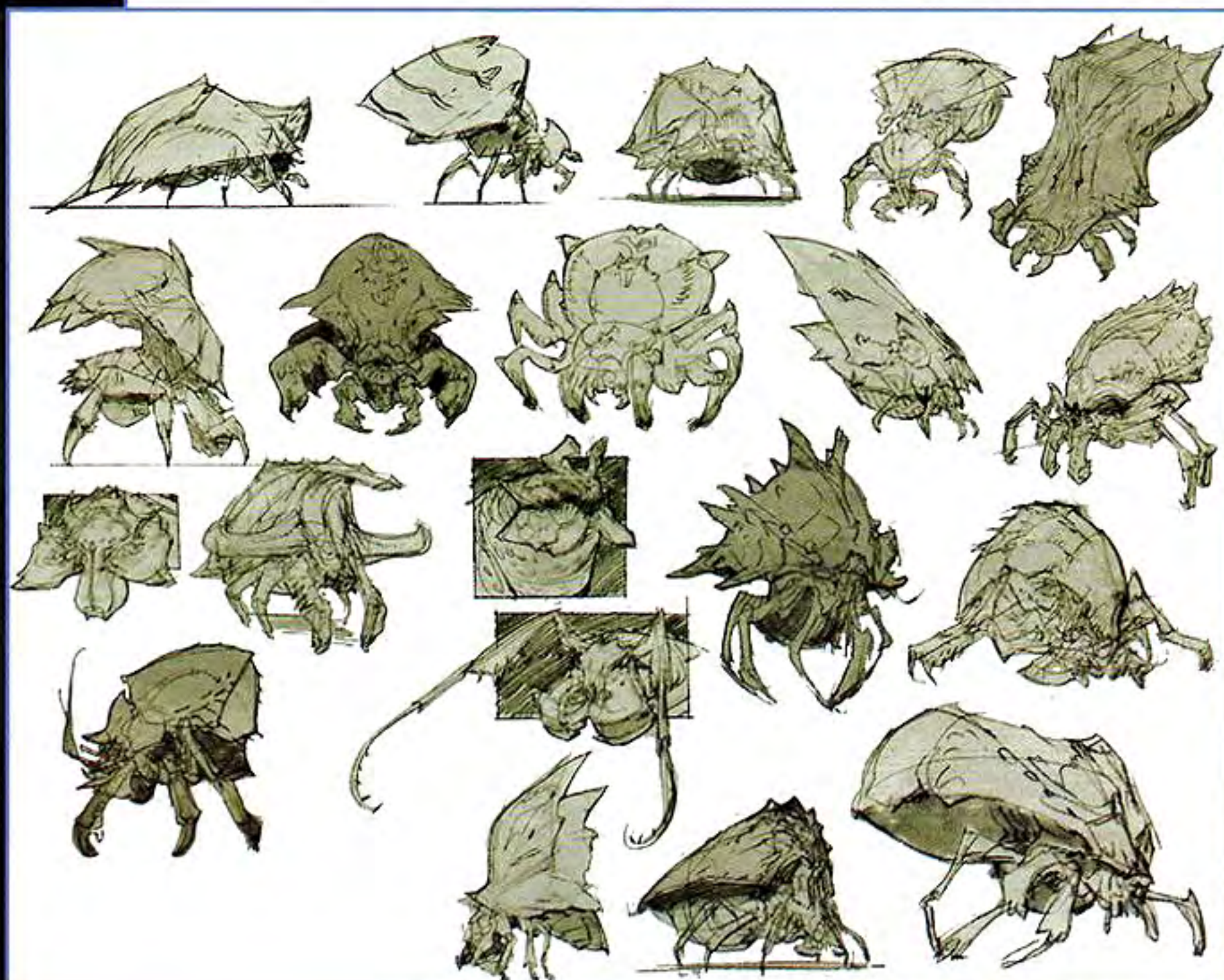
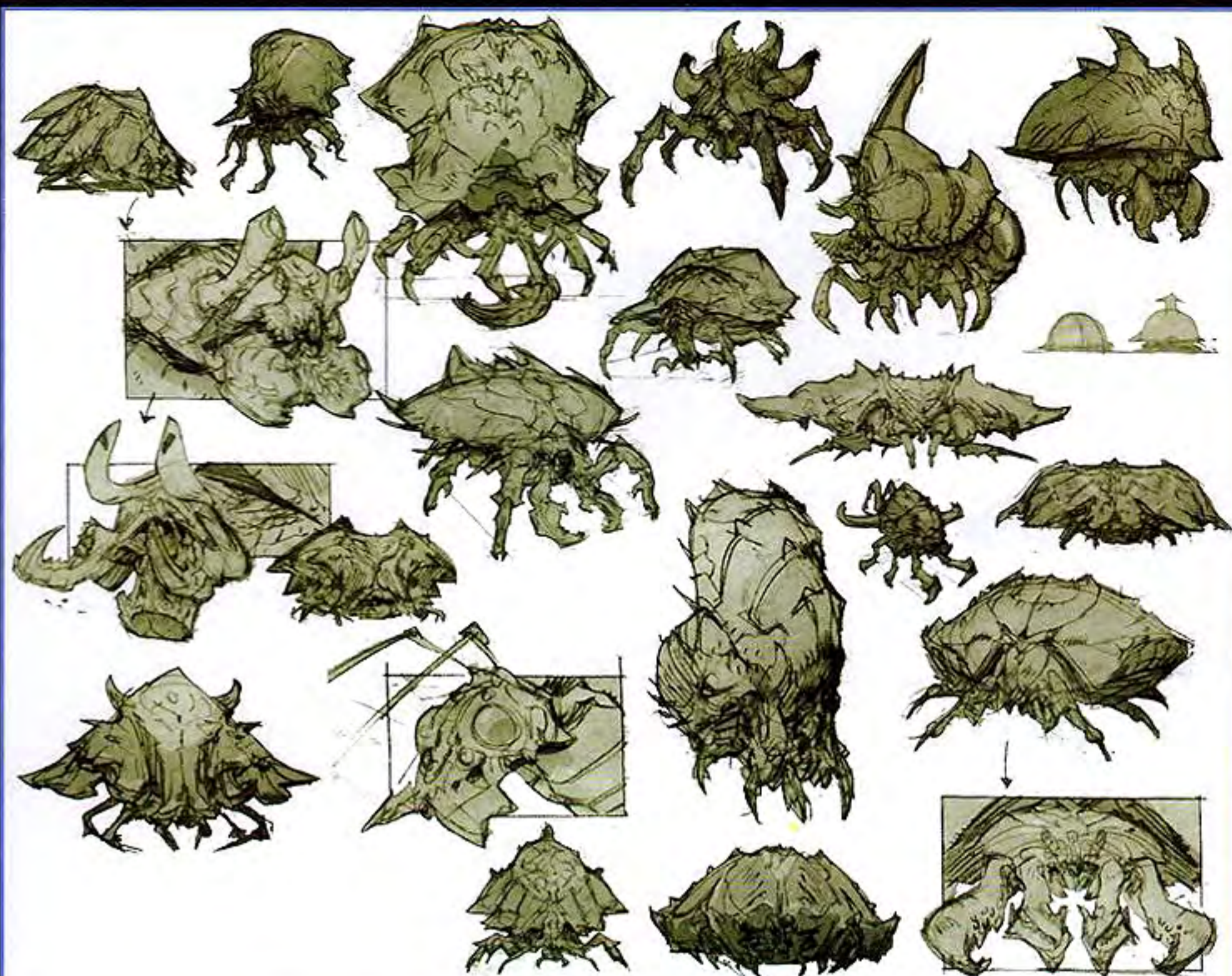


BROOD MOTHER CG TURNAROUNDS



CONCEPT SKETCHES



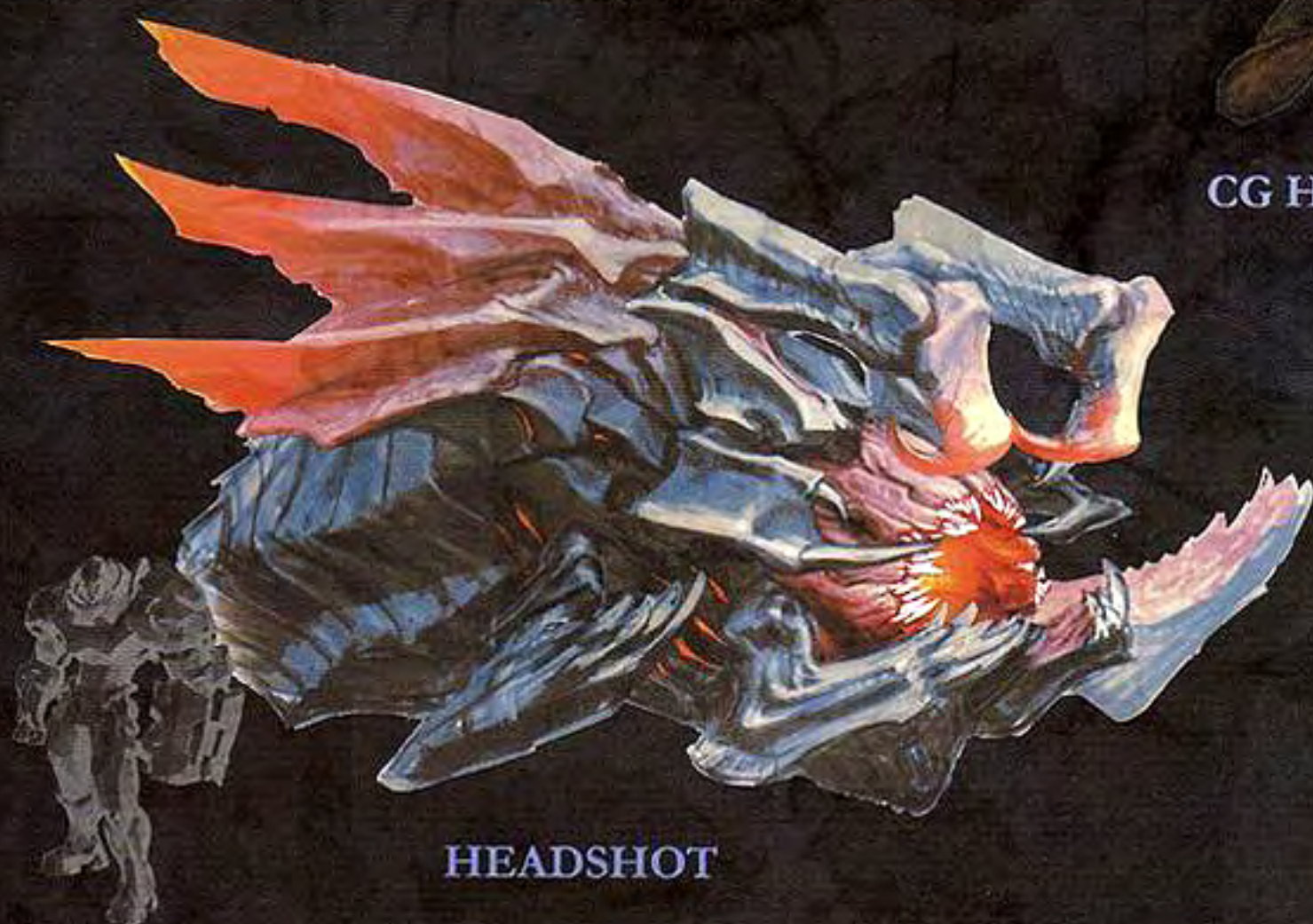


CONCEPT SKETCHES

Torture Coil



CG HEADSHOT



HEADSHOT



CONCEPTS

Ash Titan



HEAD DESIGNS



TRAIL CONCEPTS



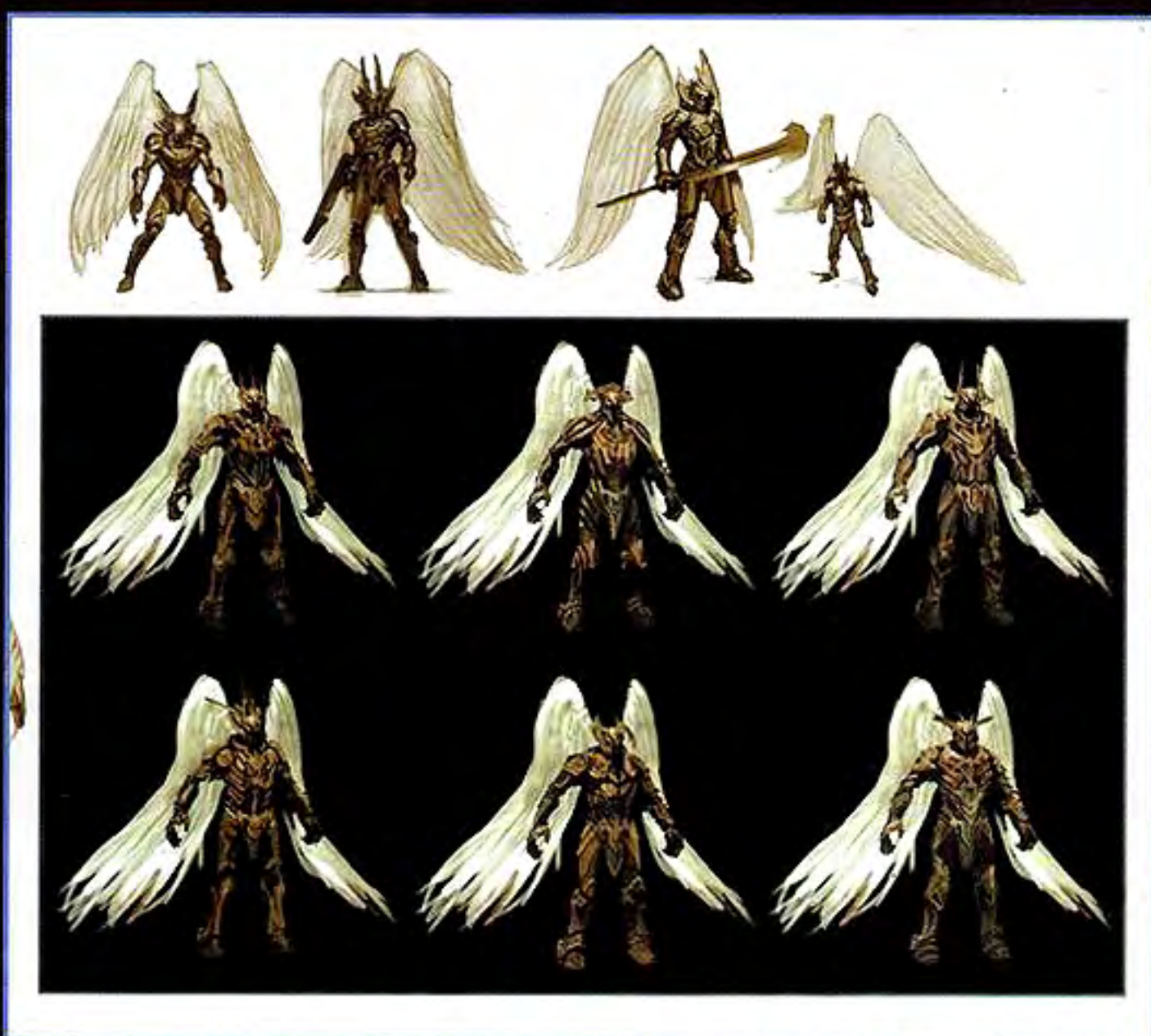
HEAD DESIGNS

Light Angels

When the Archangel Abaddon fell, the Army of Light dimmed irrevocably. Yet the surviving Light Angels continue to battle against the forces of Hell.

I see them from my prison,
white dots on a sea of black.
Their golden armor is smeared with
ash, but their will is untarnished.

They glide over the ruined
skyscrapers and broken streets,
laying waste to demon hordes with
blazing guns and flashing swords.
I wish I could say that they seek
to redeem the world...but it is
vengeance that fires their hearts.



ARMOR CONCEPTS



TURNAROUNDS



HEAD SHOT

Angel Champion

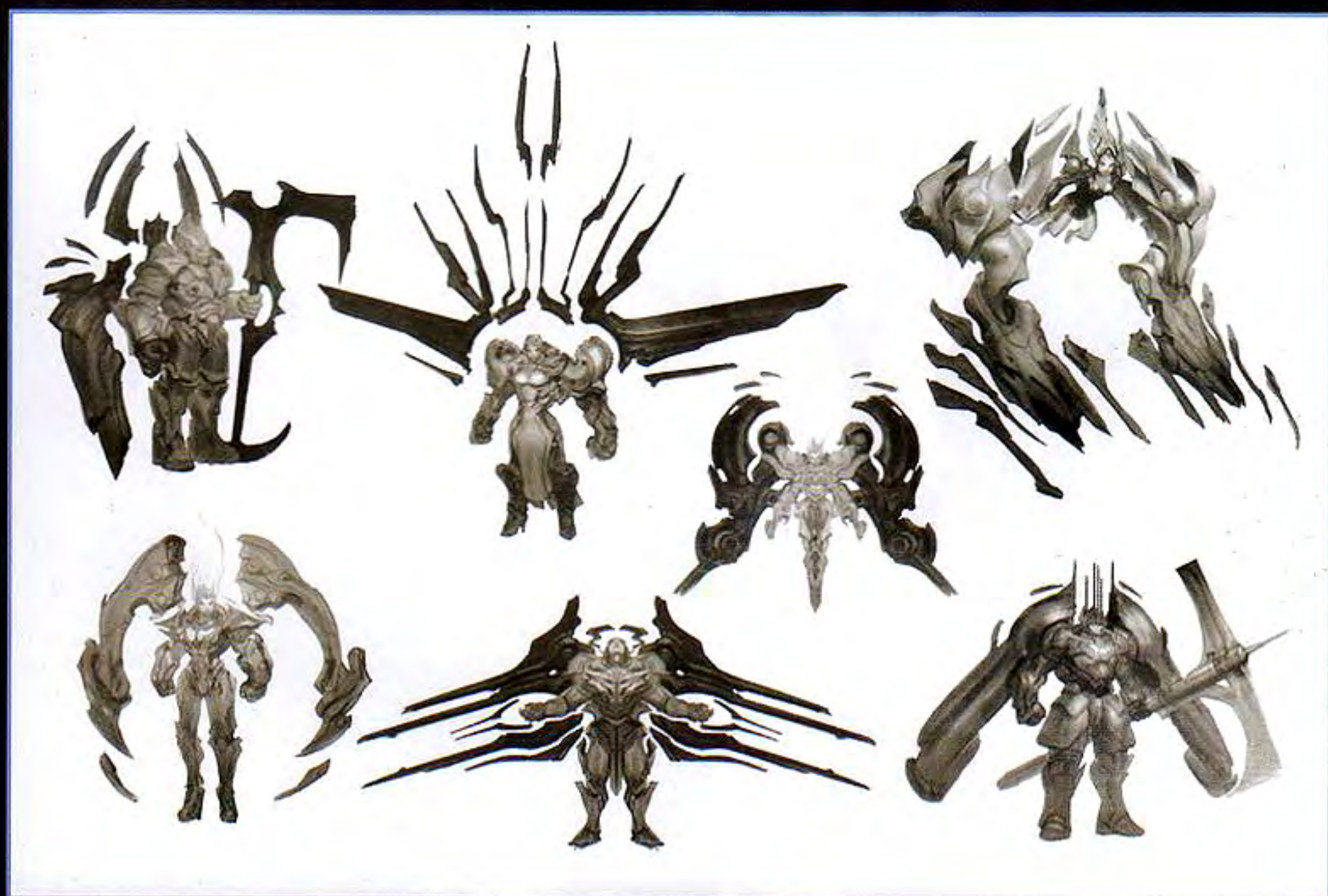
Though most were murdered, broken, or exiled, there are still some Angel Champions on Earth. These deadly seraphim lead the charge against the Destroyer's armies, floating on armored, flame-spewing wings.

When airborne, they can weave through hell growth, ruins, and killing blows with an agility as impenetrable as any shield. They wield energy swords, with blades hot enough to slice hides that have been battle-cured by hellfire. At the hand of one true Champion of the Light, a legion of lesser demons may be decimated.





DEVELOPMENT SKETCHES



DEVELOPMENT SKETCHES

DEVELOPMENT
SKETCHES



THE
CHOSEN

SKETCH ART

CREATURES



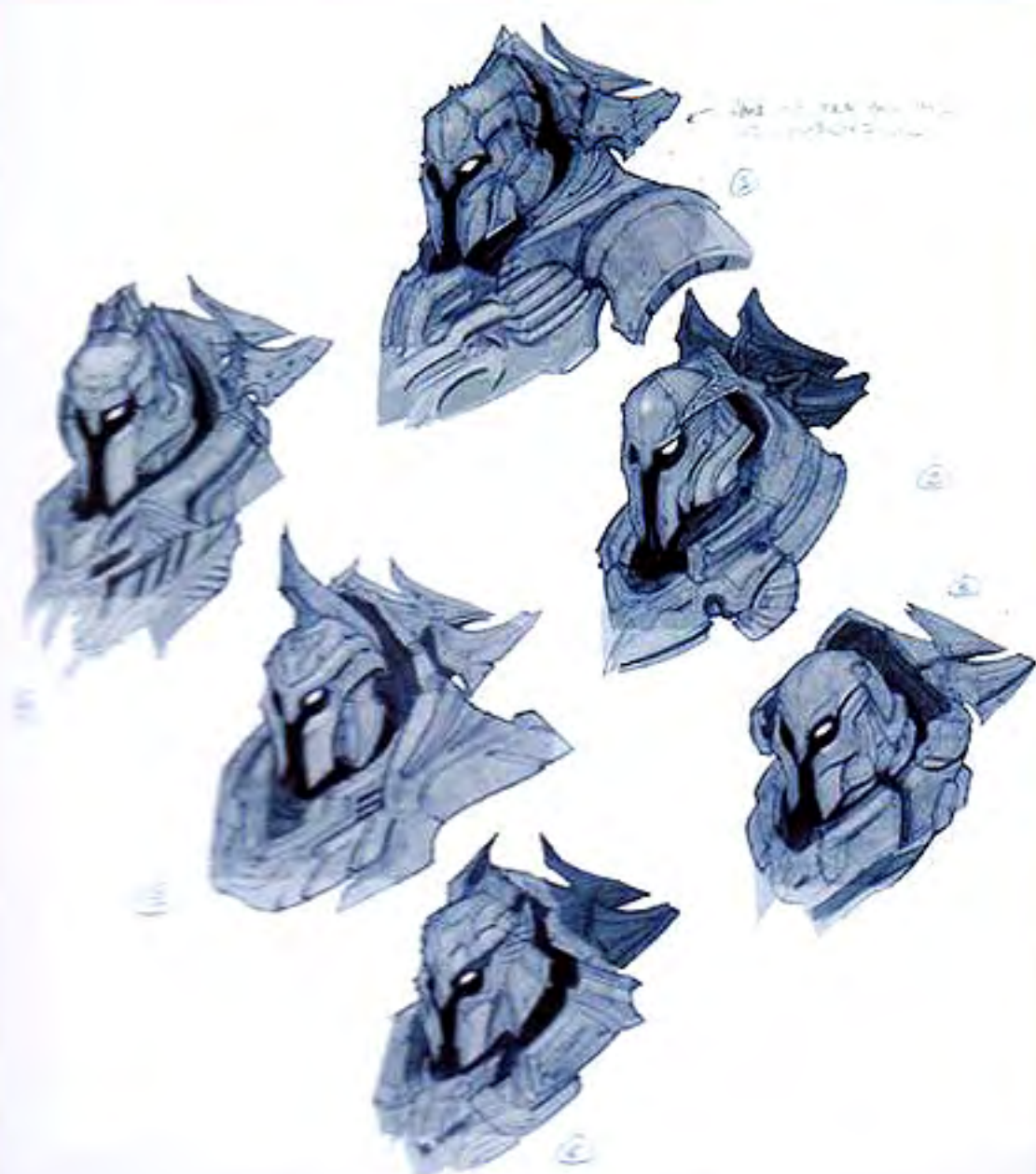
ARMOR CONCEPT



HELMET
CONCEPTS



HELMET
CONCEPTS



CONCEPT SKETCH



ARMOR DESIGNS

FALLEN ANGEL
CG TURNAROUNDS



ARMOR
DESIGNS



FORSAKEN CG TURNAROUNDS

Angelic Mount



HEAD DESIGNS



TURNAROUNDS



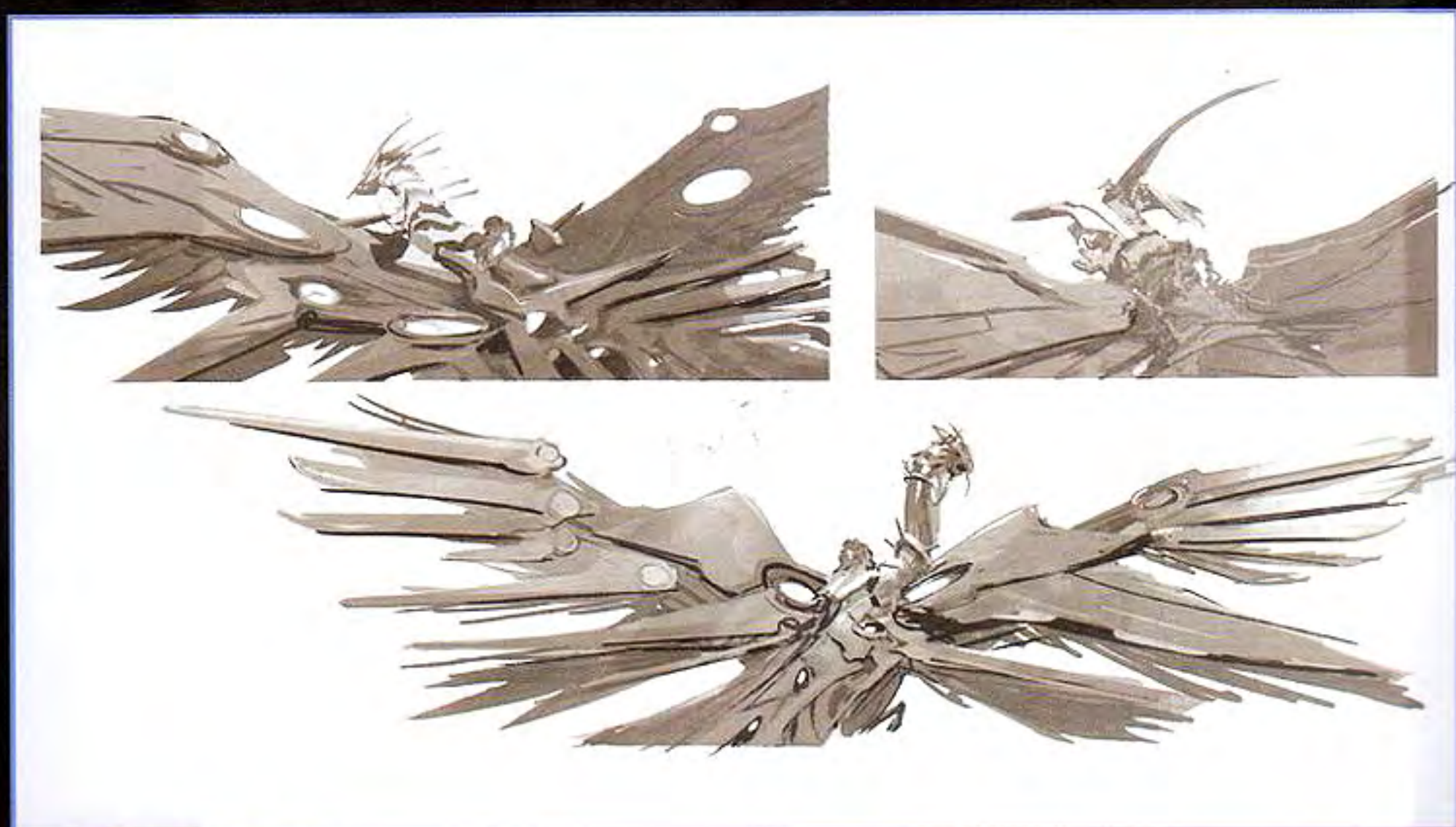
DEVELOPMENT
SKETCHES



CONCEPT SKETCH

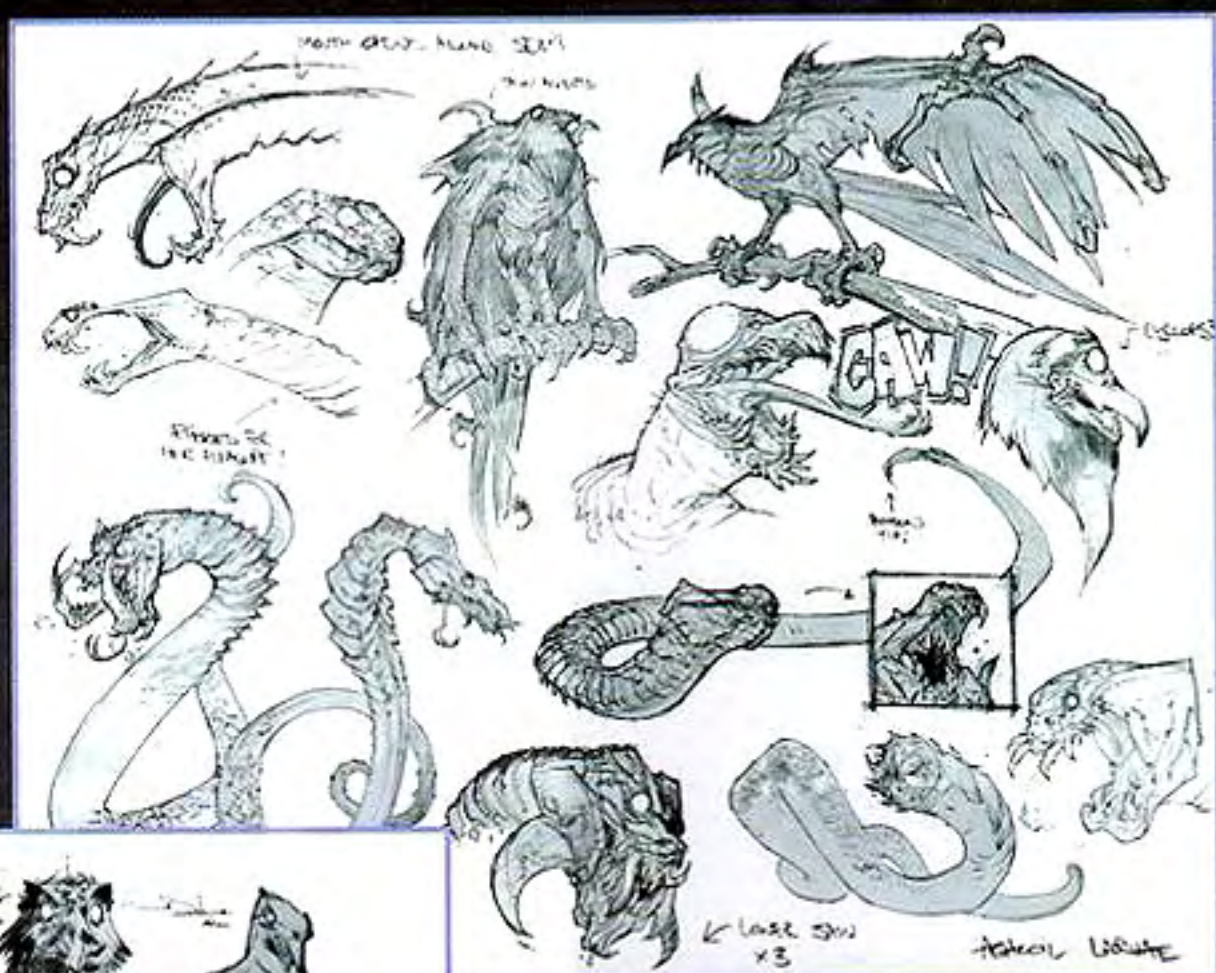


DEVELOPMENT SKETCHES

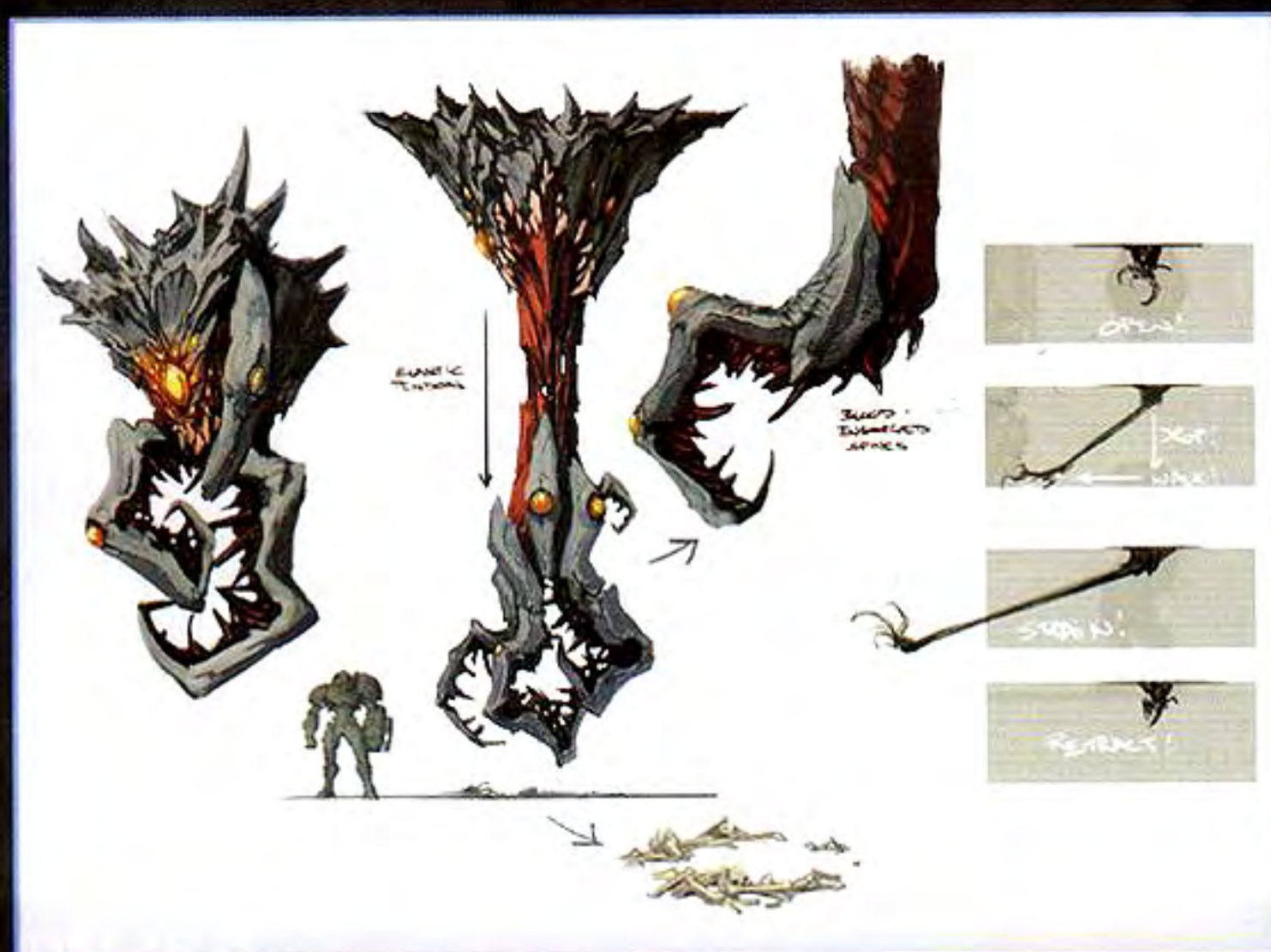


WING CONCEPTS

Animals



CROW AND SNAKE CONCEPTS

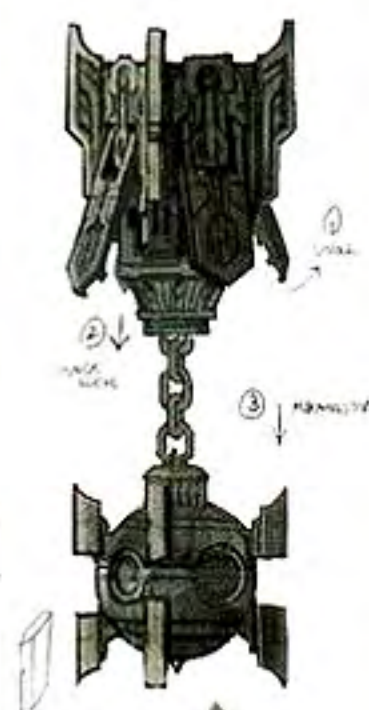
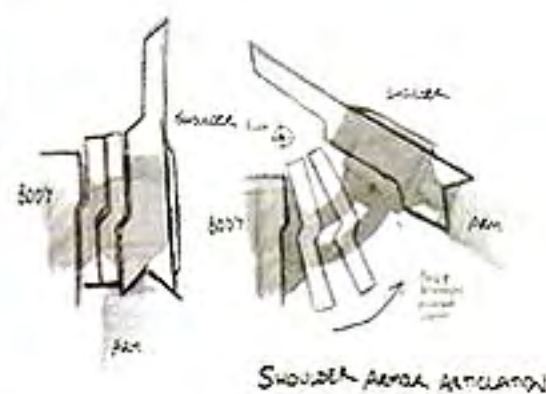
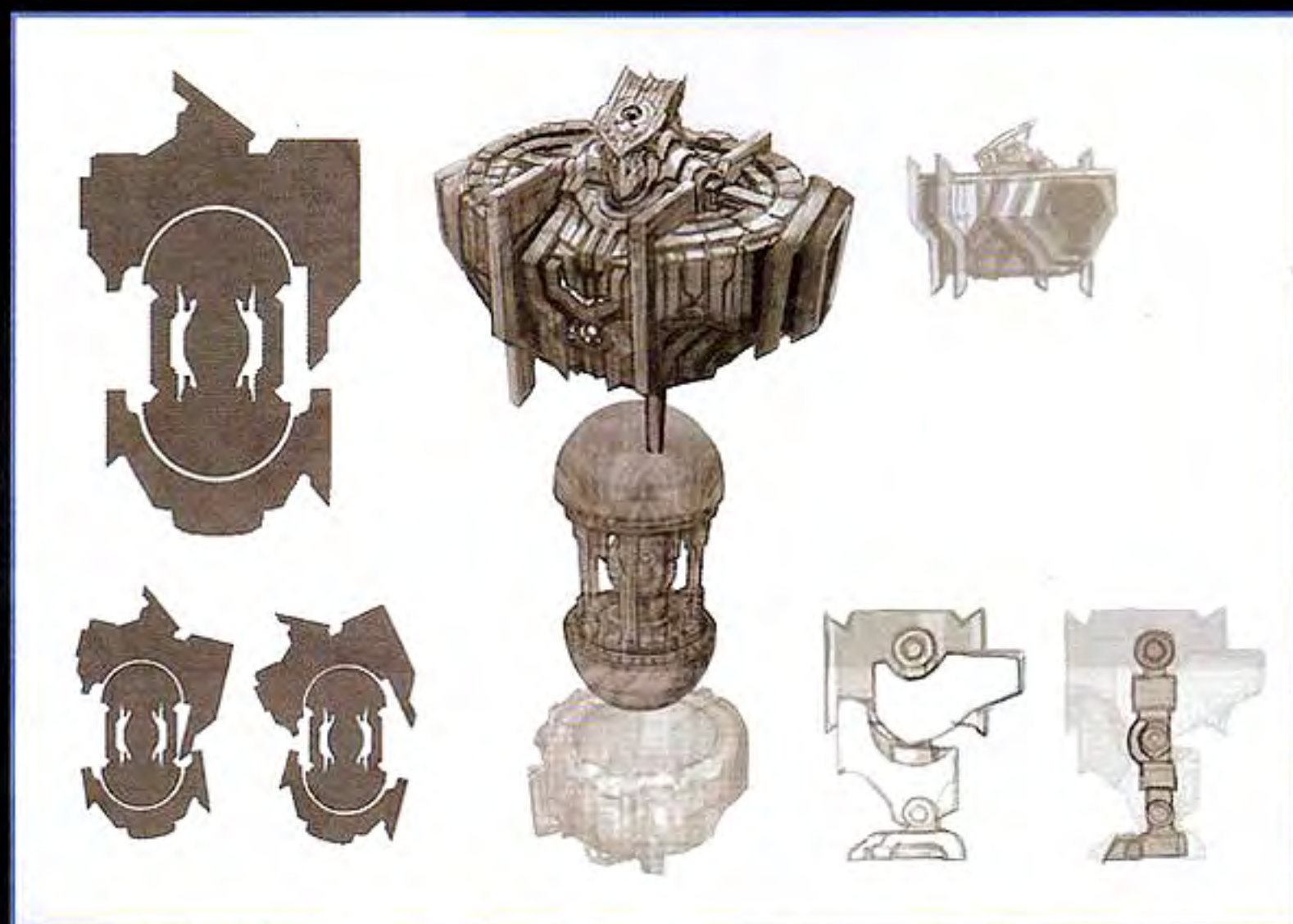


GOREMAU DESIGNS

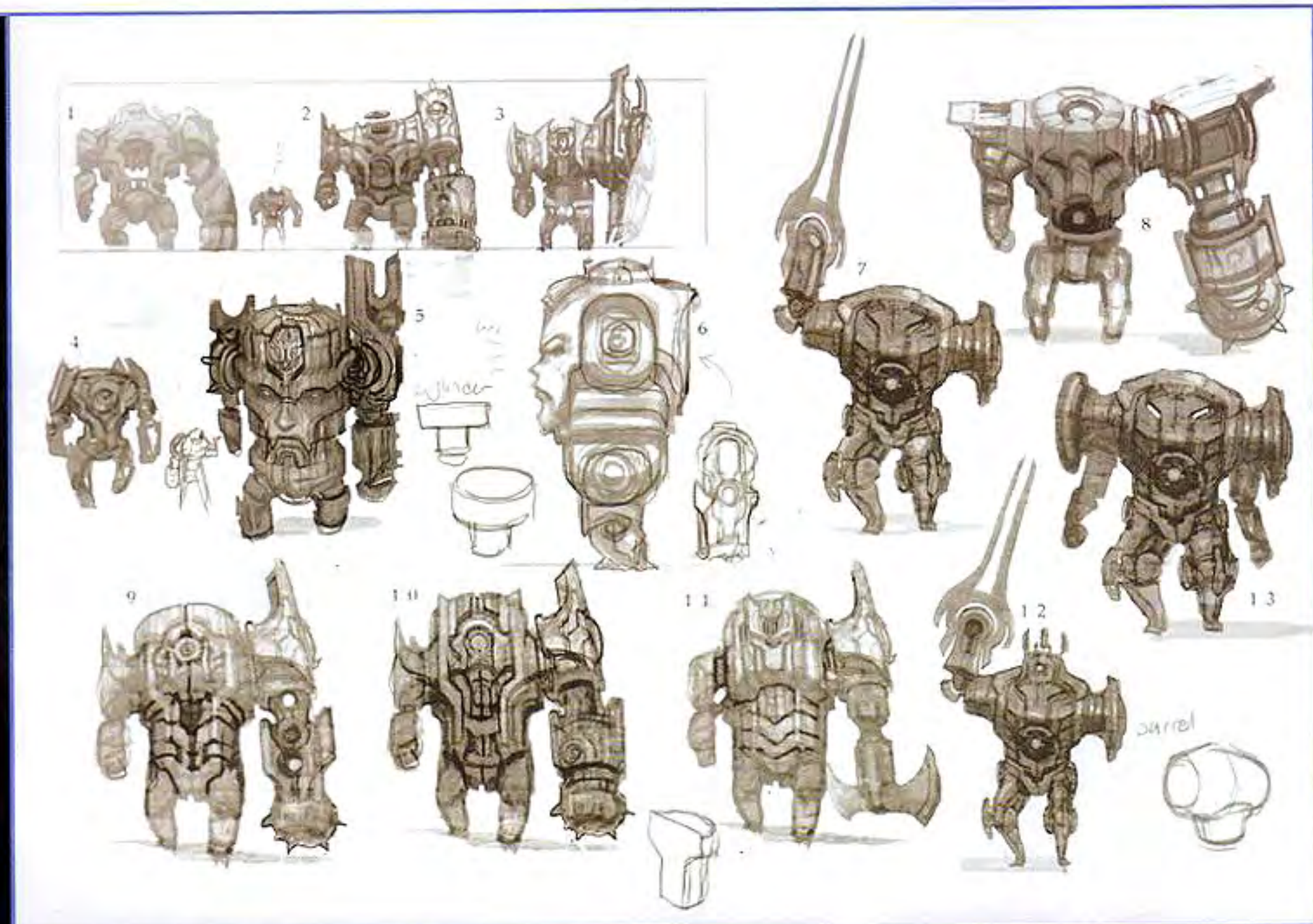
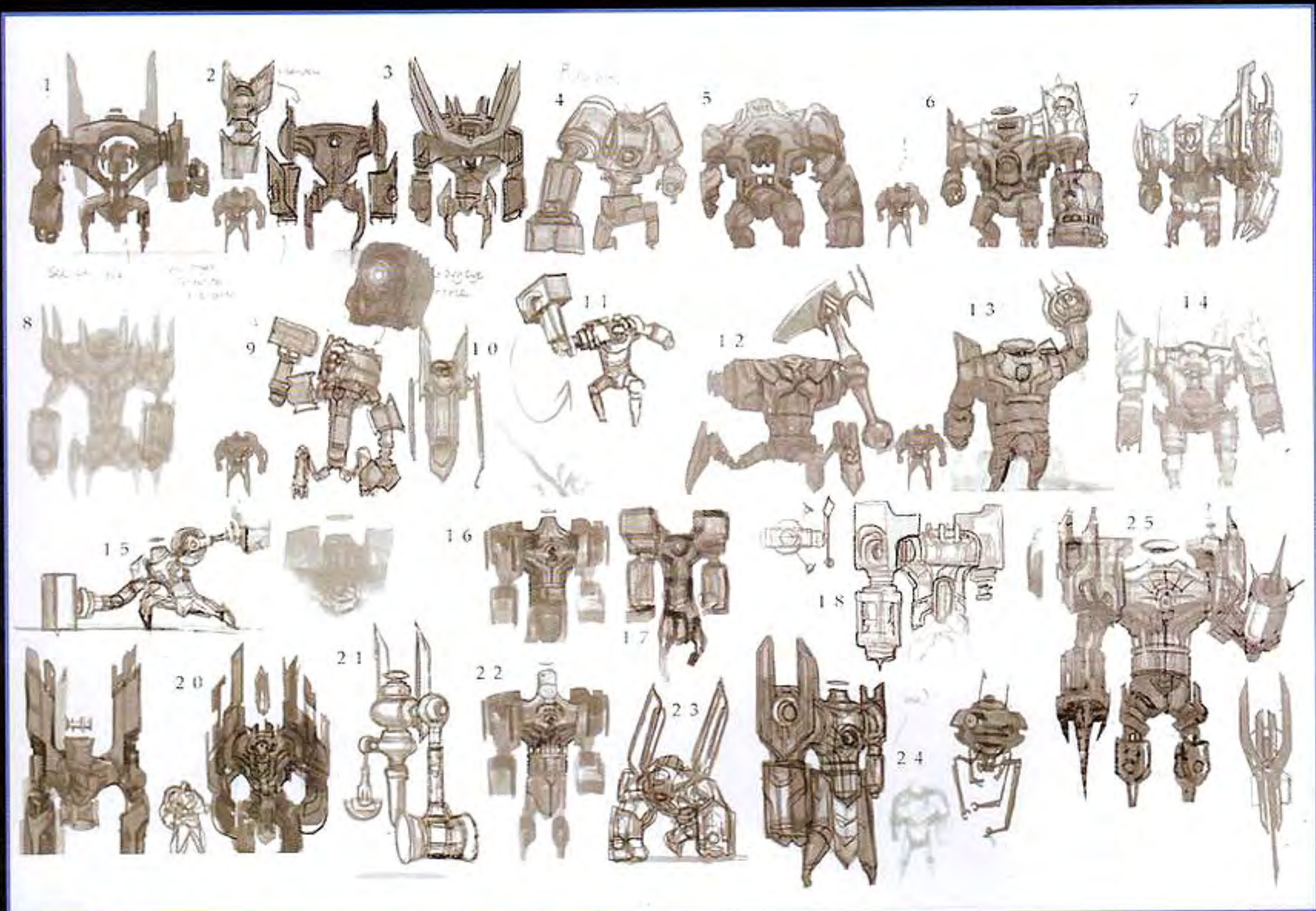
Goremau

Guardian

MECHANISM DESIGNS



TURNAROUNDS



DEVELOPMENT SKETCHES

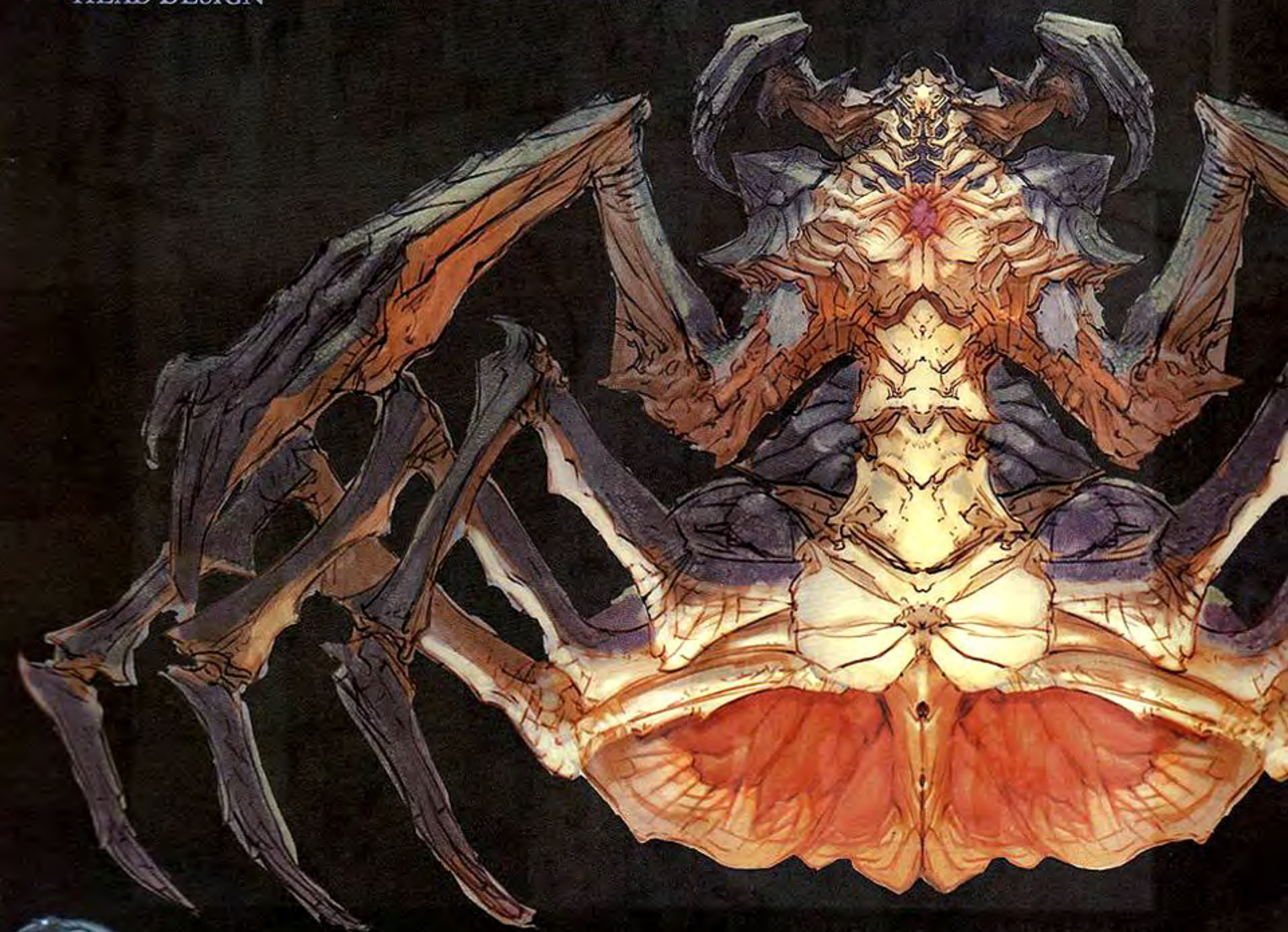


HEAD DESIGN

Silitha

Many unfortunate creatures find themselves trapped in Silitha's intricate webs, a silken snare strung across a corner of the Destroyer's city. She takes great pleasure in cracking bones between her fangs to suck out the marrow, or casting them into the chittering jaws of her children.

But sometimes, Silitha preserves her prisoners, to better enjoy their slow agonies. For the Spider Queen spins more than webs. She spins sadistic tales of woe, and writes their unhappy endings in her own venom.





DEVELOPMENT SKETCHES



REAR HEAD DESIGN

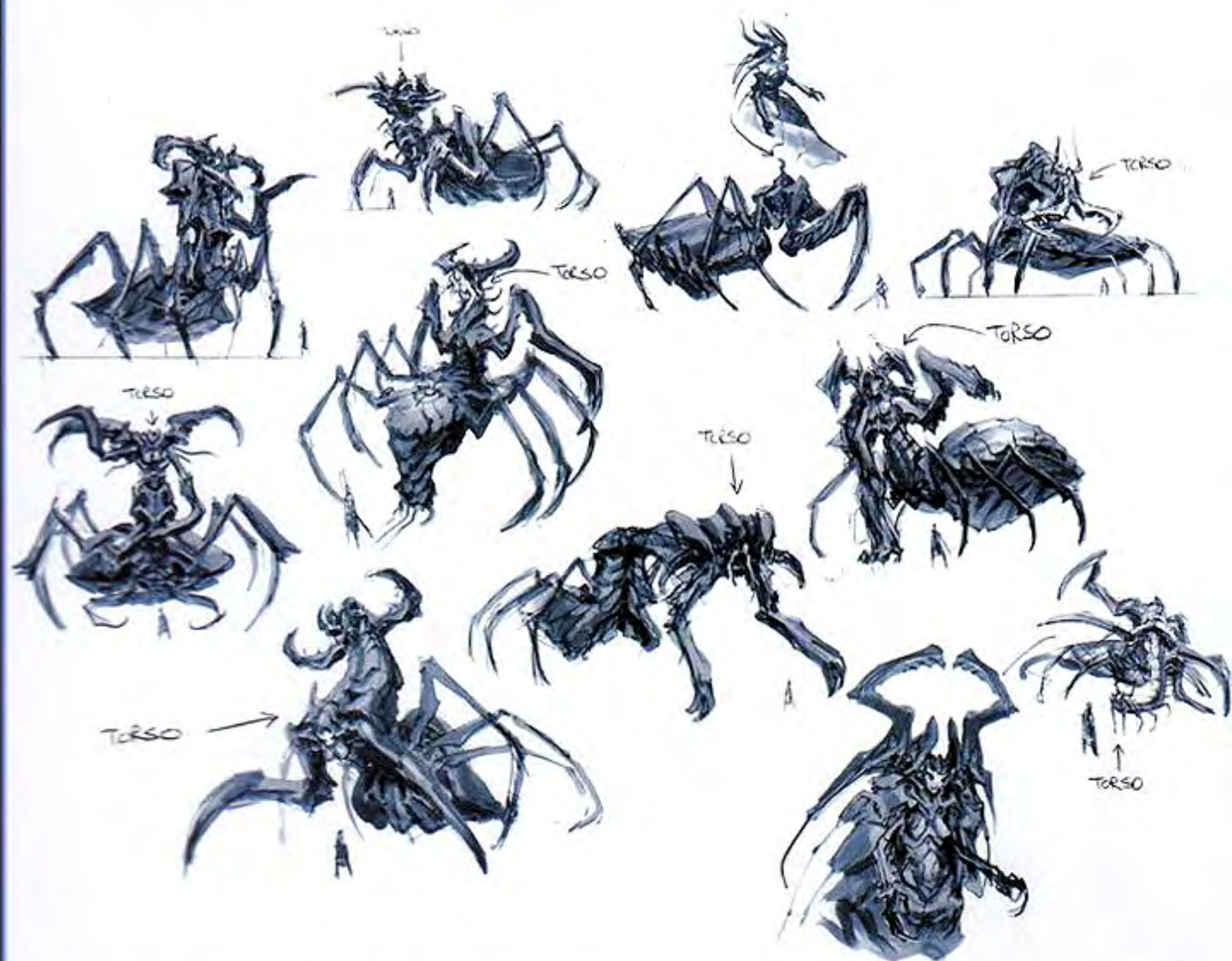




TURNAROUNDS



CG TURNAROUNDS



Tiamat

HEAD DESIGN



REAR WING DESIGN

Among the Destroyer's feared Chosen, there are none more savage or sadistic than Tiamat, the Dusk Queen. This monstrous, bat-winged demon lurks in the shadows of the Twilight Cathedral, once-sacred ruins now littered with the rotting carcasses of her prey.

I have seen her foul jaws shred flesh to bloody ribbons, and her club-like tail shatter skulls. But, far worse, I have heard the screams of Tiamat's less fortunate victims, whose agonies are prolonged with cruel and fiendish torture.





CG TURNAROUNDS



A century of feasting on the remains of man has only whet the appetite of massive demonic worms.

I have watched demon bands enter the wastes, only to disappear amid distant plumes of ash and razor fins.

The half-eaten survivors speak of craggy skin that blunts even the sharpest blade, and terrifying mouths that open like black holes. The perverse pleasure in their voices when they describe such horrors...it is no small wonder the demons have raised an arena above the ash, where they can sate their unending bloodlust.

The Stygian

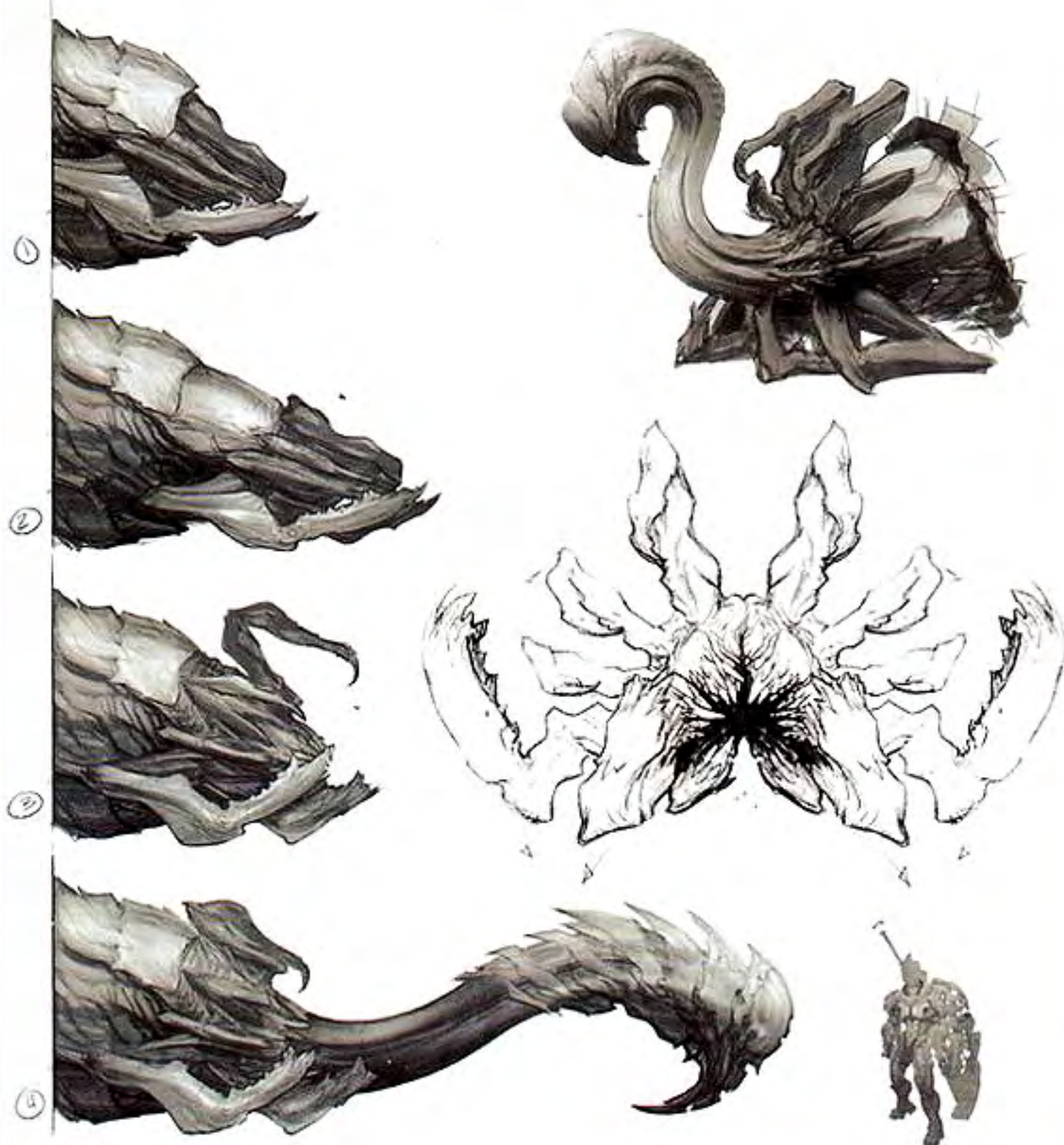


HEAD CONCEPTS





DEVELOPMENT
SKETCHES



Straga

The demon Straga has long been known as a brawny, dimwitted behemoth. But I never took true measure of his strength until both Abaddon and the Horseman War were crushed beneath his fists.

I did not fare much better.

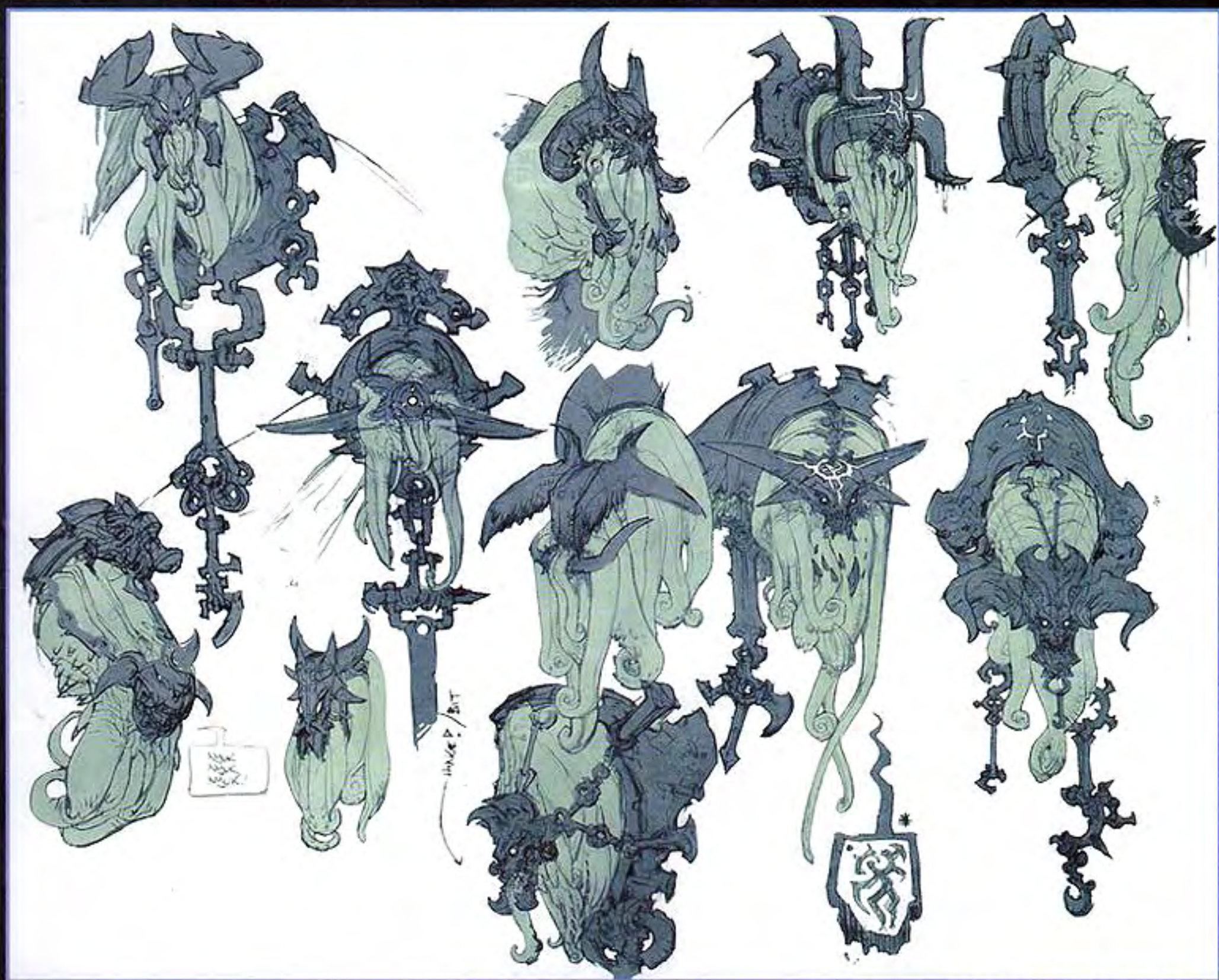
Straga revels in his new role as the Destroyer's champion, a one-demon phalanx between the Dark Prince and all who would oppose him. Chained beneath the shadow of Straga's monstrous bulk, I see no escape. Who could defeat such a fearless, bone-splintering force of nature?



FINAL IN-GAME DESIGN



DEVELOPMENT ART



DEVELOPMENT SKETCHES



HEAD CONCEPTS



The Destroyer

This is the Destroyer's kingdom. The demons howl his name as they sharpen their knives. The angels scream it as their flesh is shorn away. The mangled corpses of man rise to serve him, his black will coursing through their veins.

Hell's victory in the Final War has carried the Destroyer to triumphal heights. Those who stood against him were slain or shackled...forgotten. Now his Black Throne dominates the horizon, crackling with its unholy aura. I fear nothing stands between the Destroyer and an eternity of ruin.



HEAD DESIGNS



HEAD DESIGN



DEVELOPMENT SKETCHES



HEAD DESIGNS



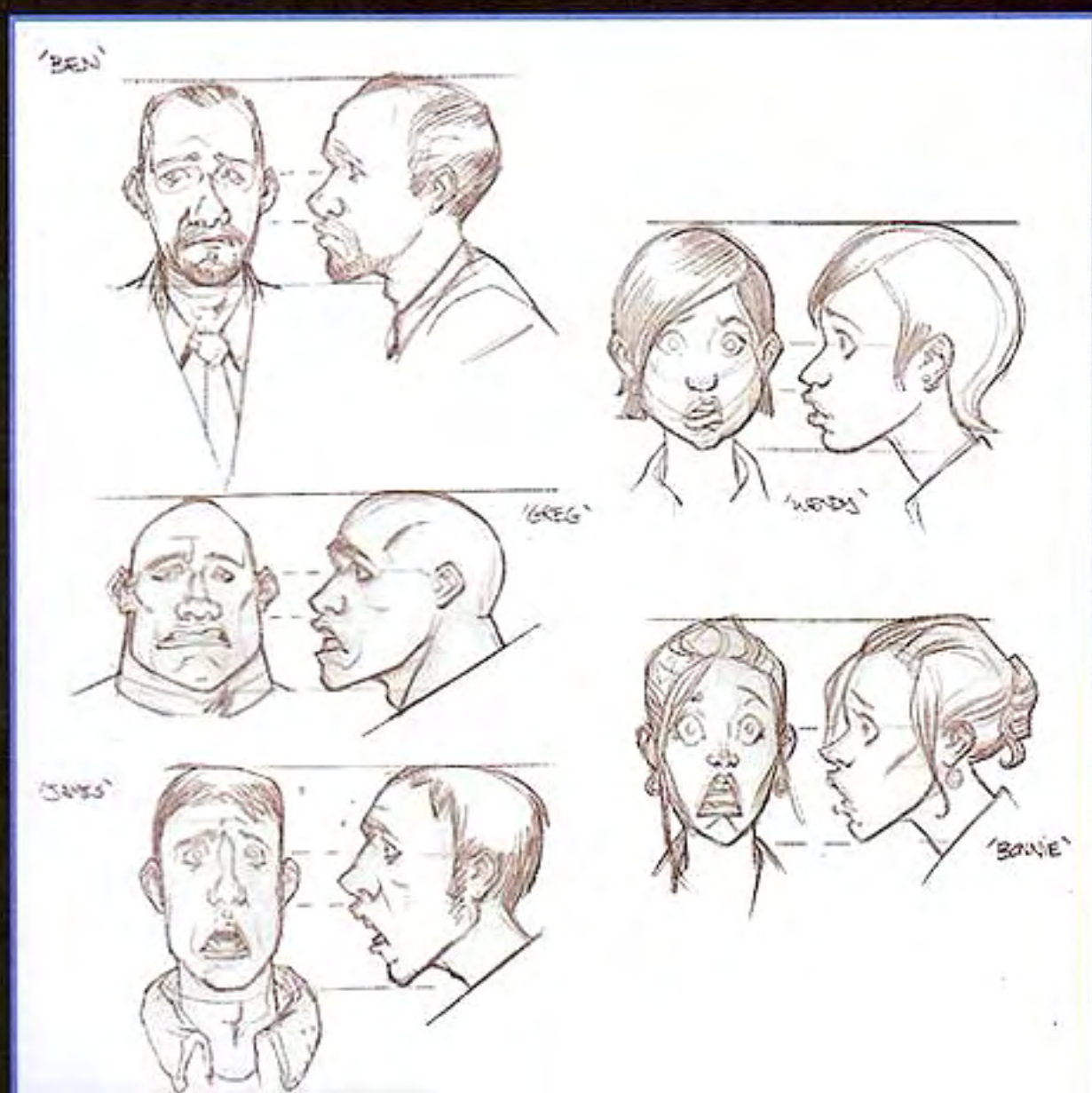
ARMOR CONCEPT



DEVELOPMENT SKETCHES



Unused Designs



HUMANS

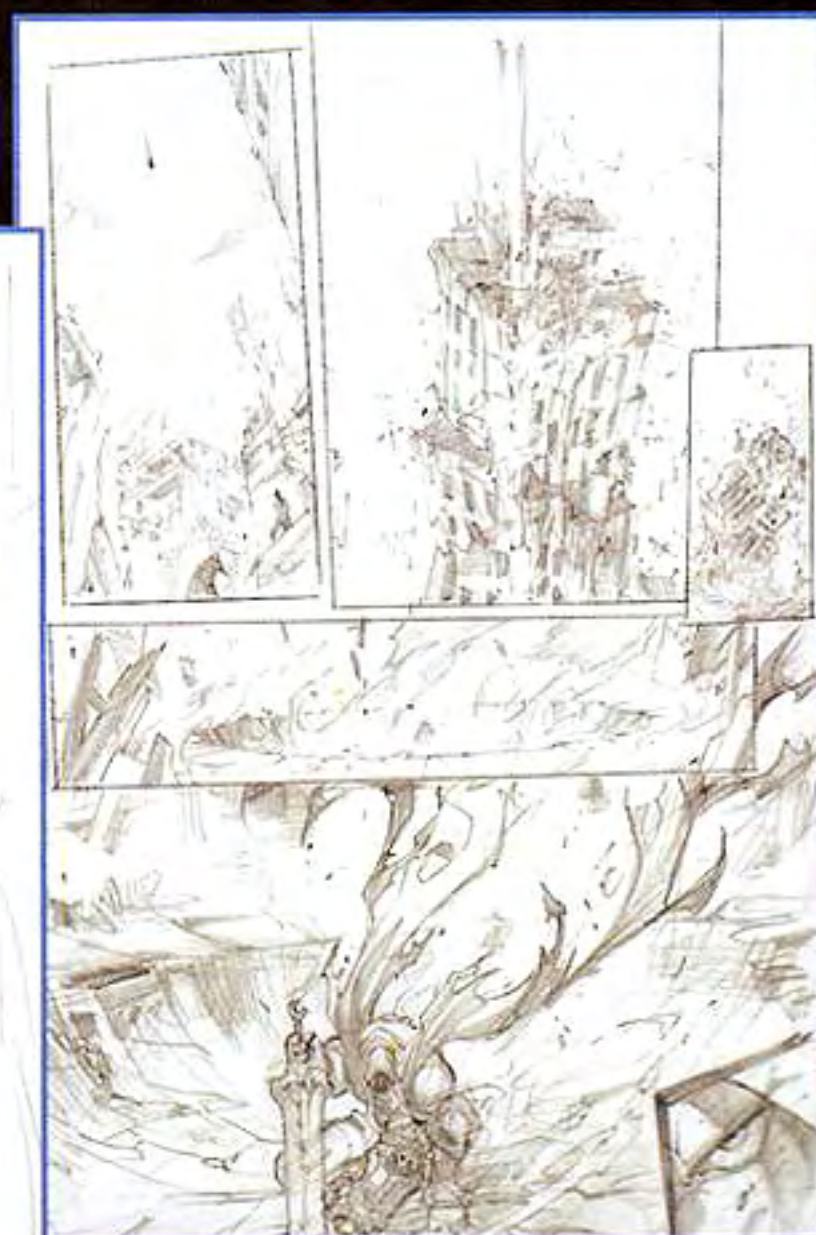


BATTLE CONCEPTS

Additional Sketches



"THE BIRTH OF WAR"









NEAR FINAL MAP ILLUSTRATION



EARLY MAP CONCEPT



LABELED MAPS



CITY CONCEPT

The Crossroads

It is the sight of the familiar, turned a perverse shadow of itself, which makes the Crossroads truly horrifying. Here, buildings that were once hotels, museums, and apartments are now tombs which spill their dead onto the sundered pavement.

The Wicked continually roam the streets, still oozing gore after a hundred years. Scattered around them are impassable thickets of black stalagmites that smell suspiciously like burning blood. Many parts of the city have been corroded by pure evil or claimed by howling demons—but it is at the Crossroads where Hell and Earth truly meet.



CLIFF BUILDING SKETCH



BUILDING CONCEPT



CITY CONCEPT



CITY CONCEPT



CANYON CONCEPT



CITY CONCEPT



CITY CONCEPT



BUILDING CONCEPT



FLOODED
SUBWAY
CONCEPTS



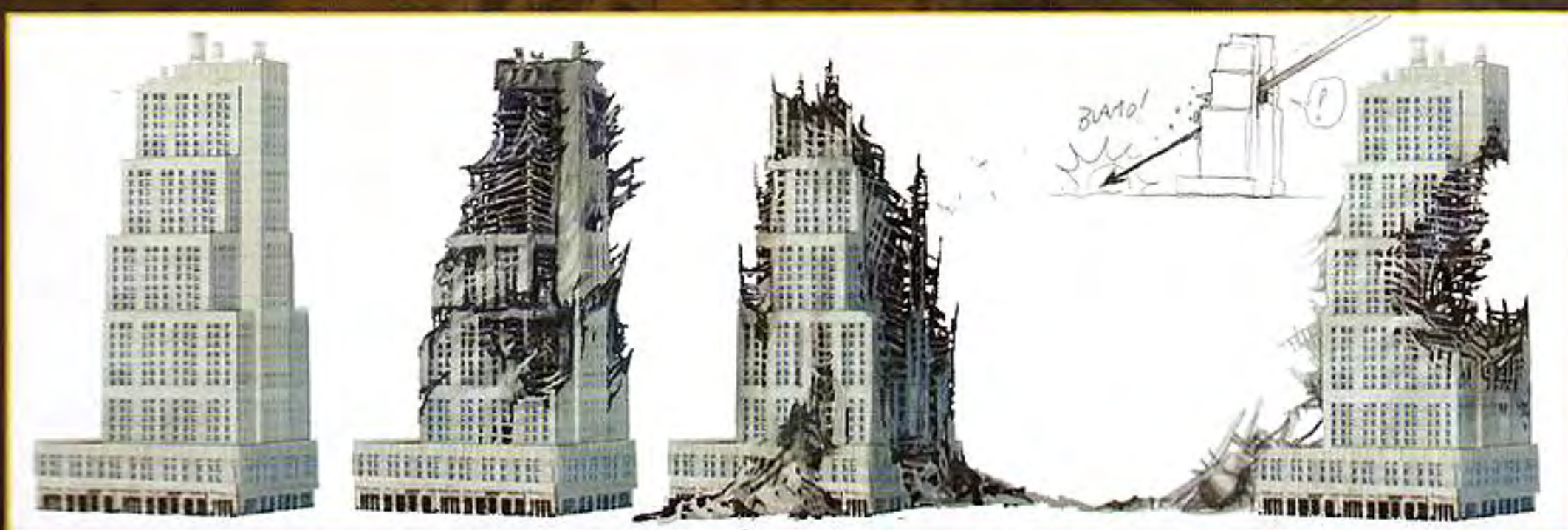
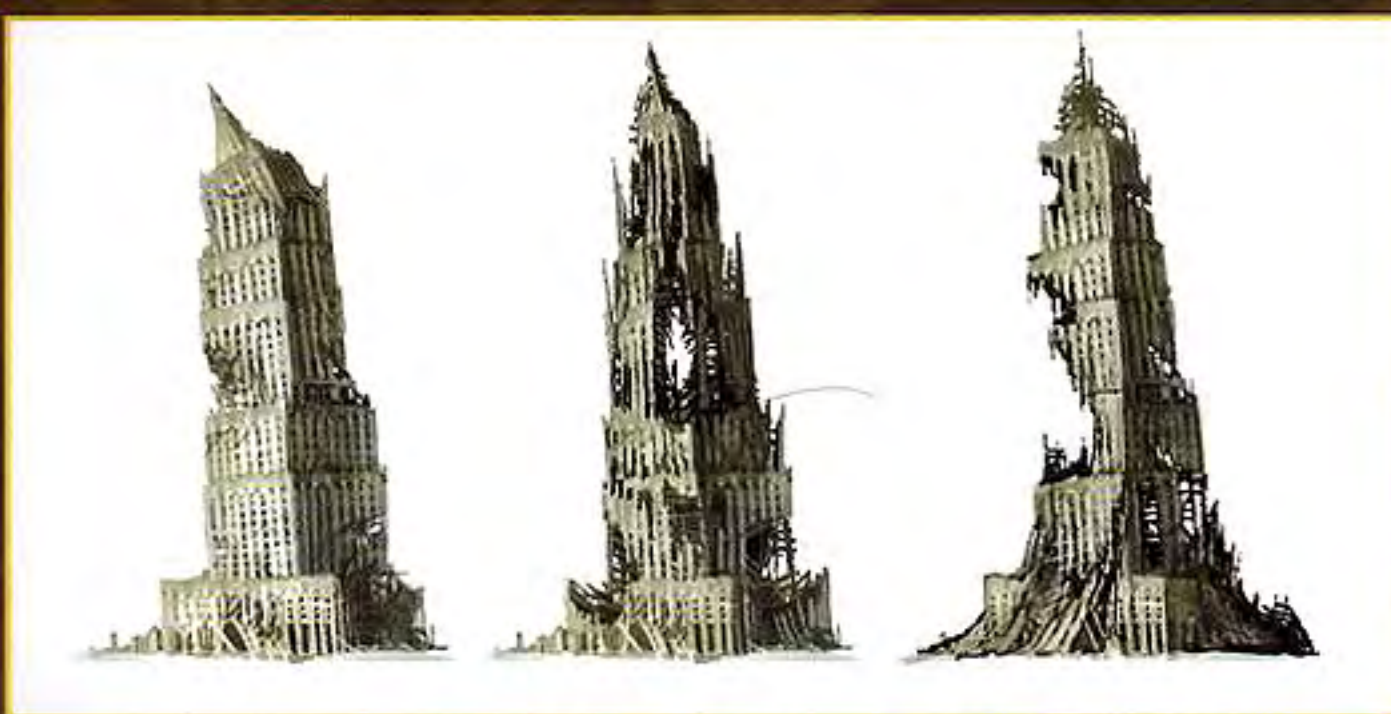
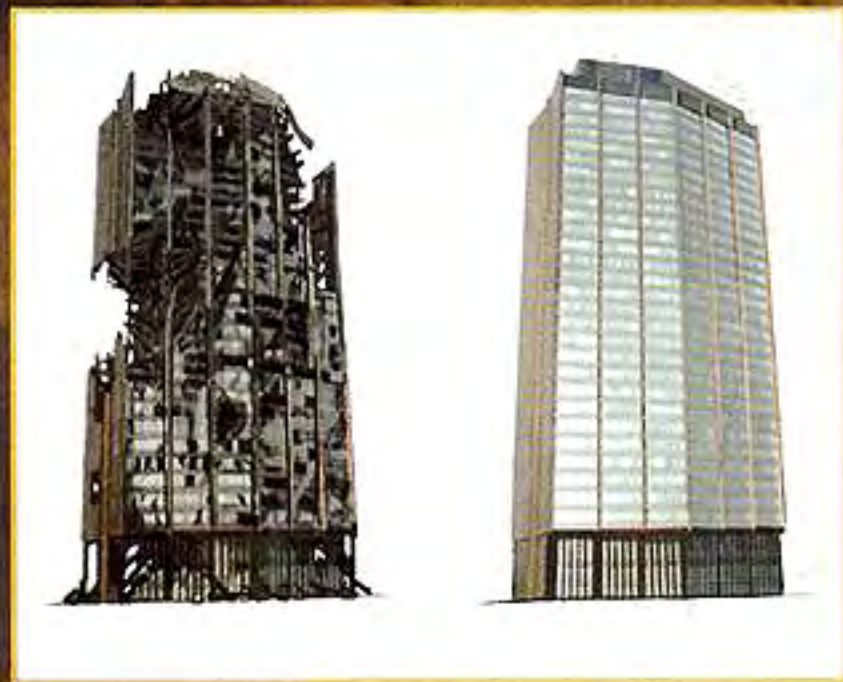
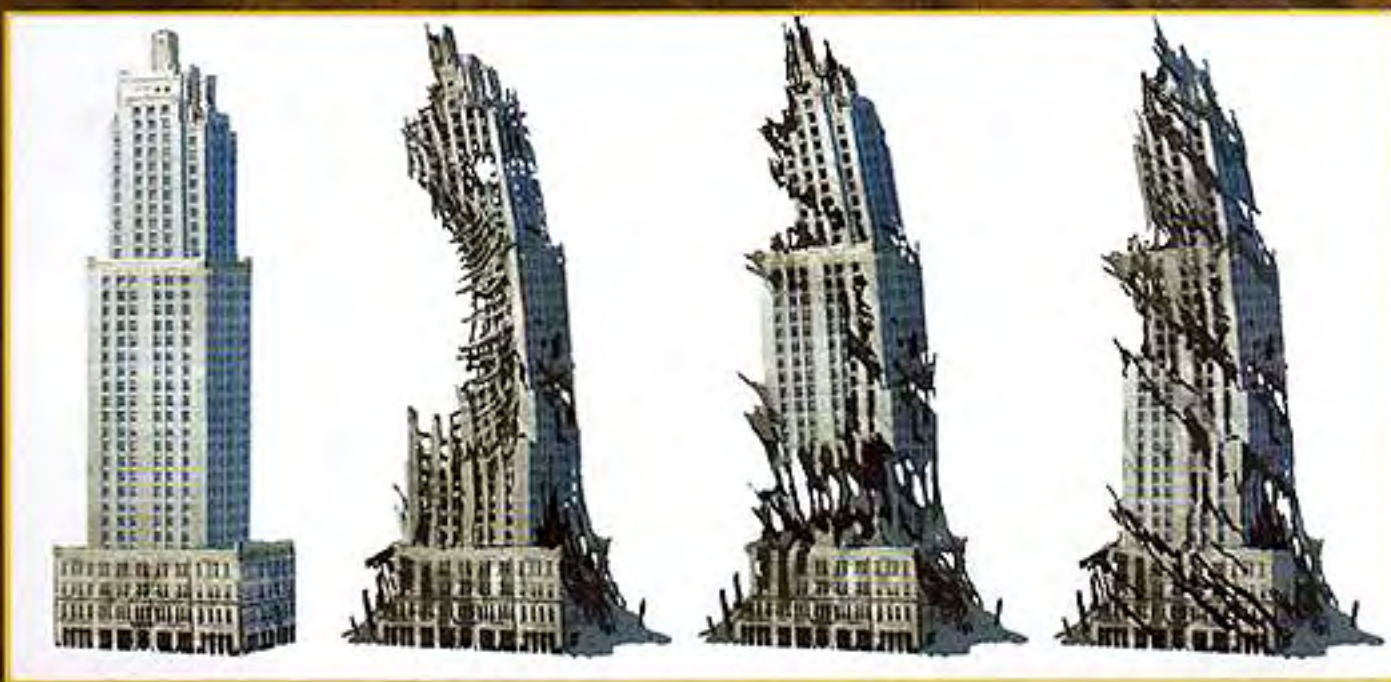
BRIDGE SKETCH



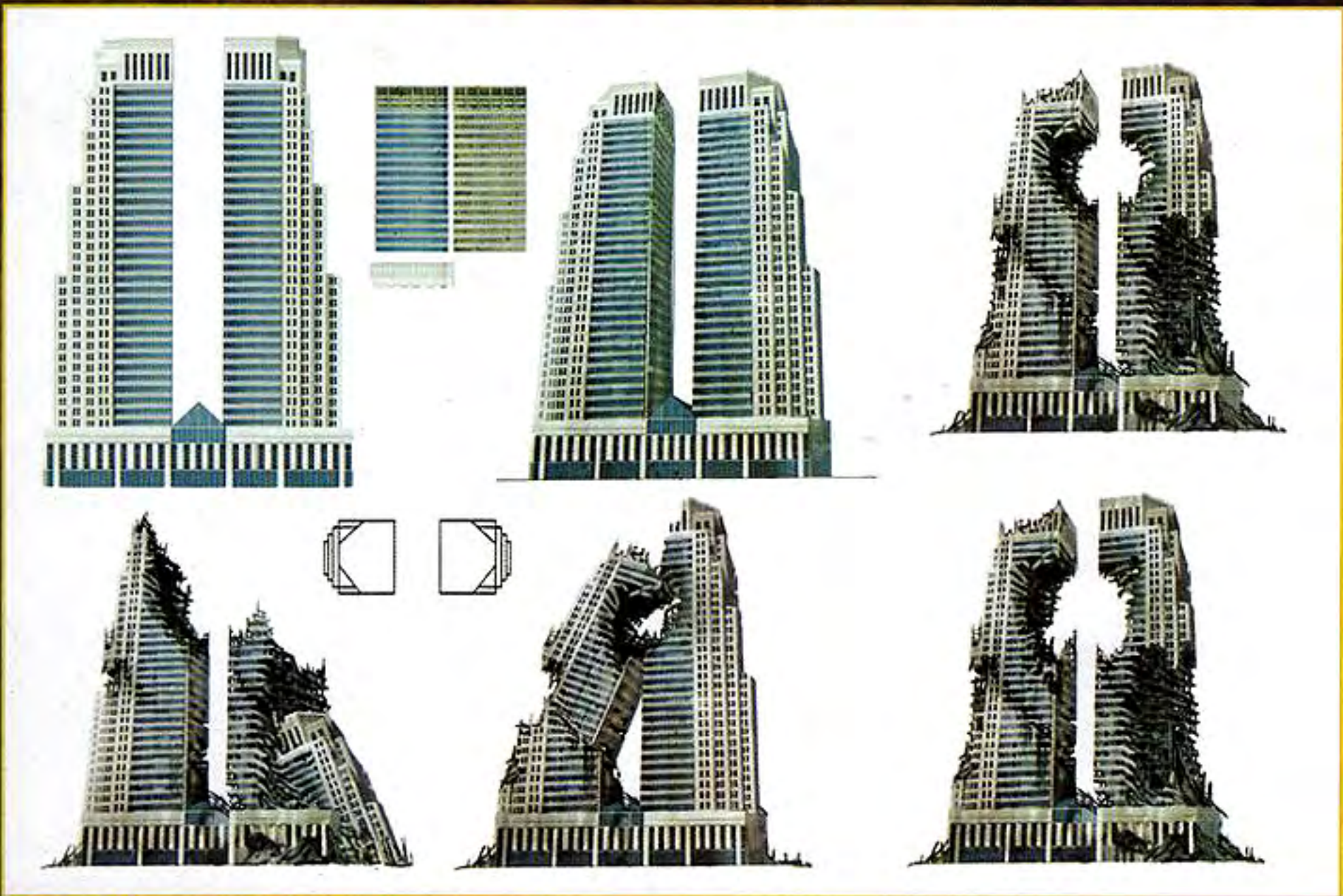
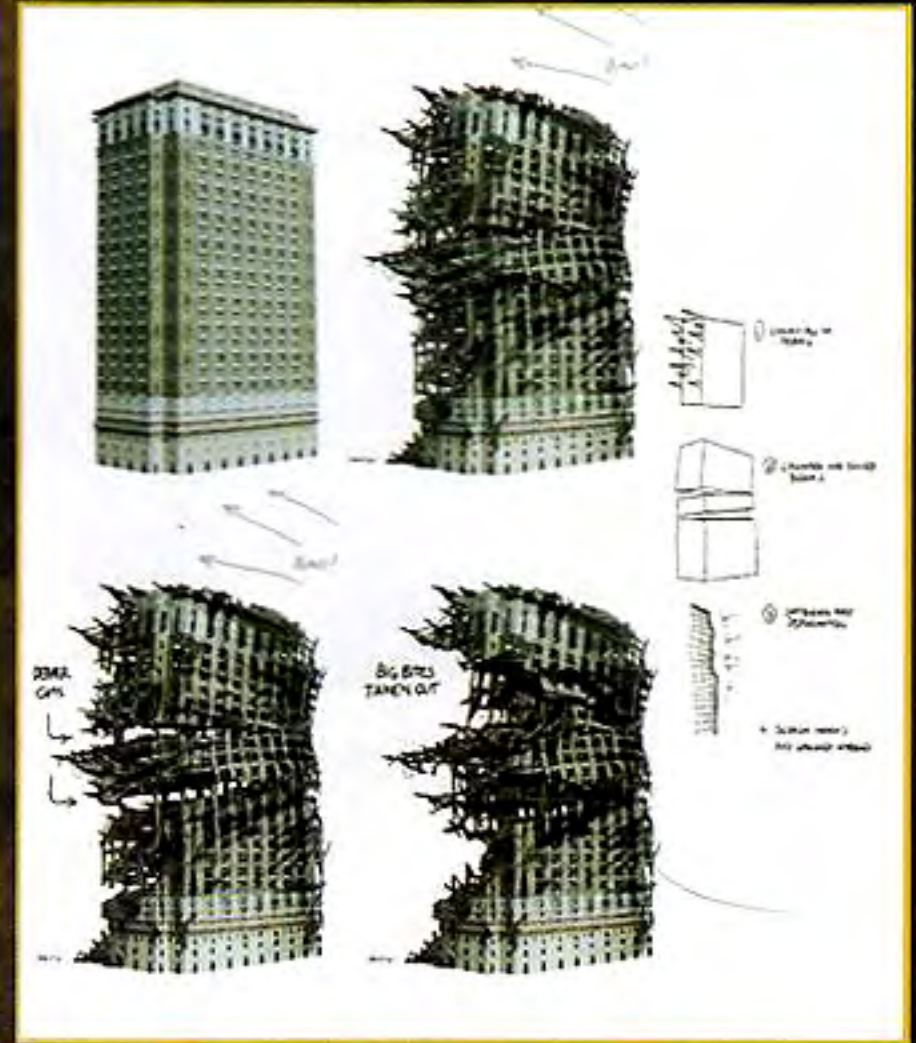
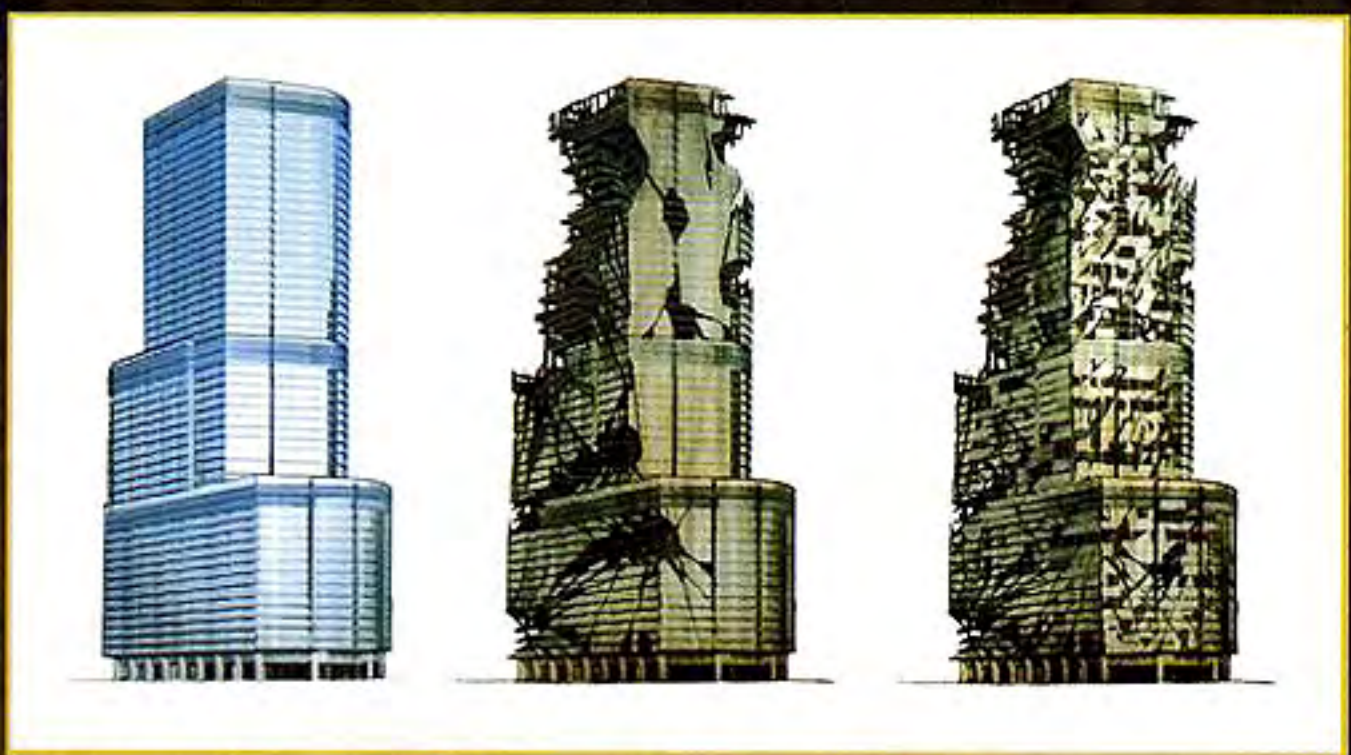
COLLECTOR CONCEPTS



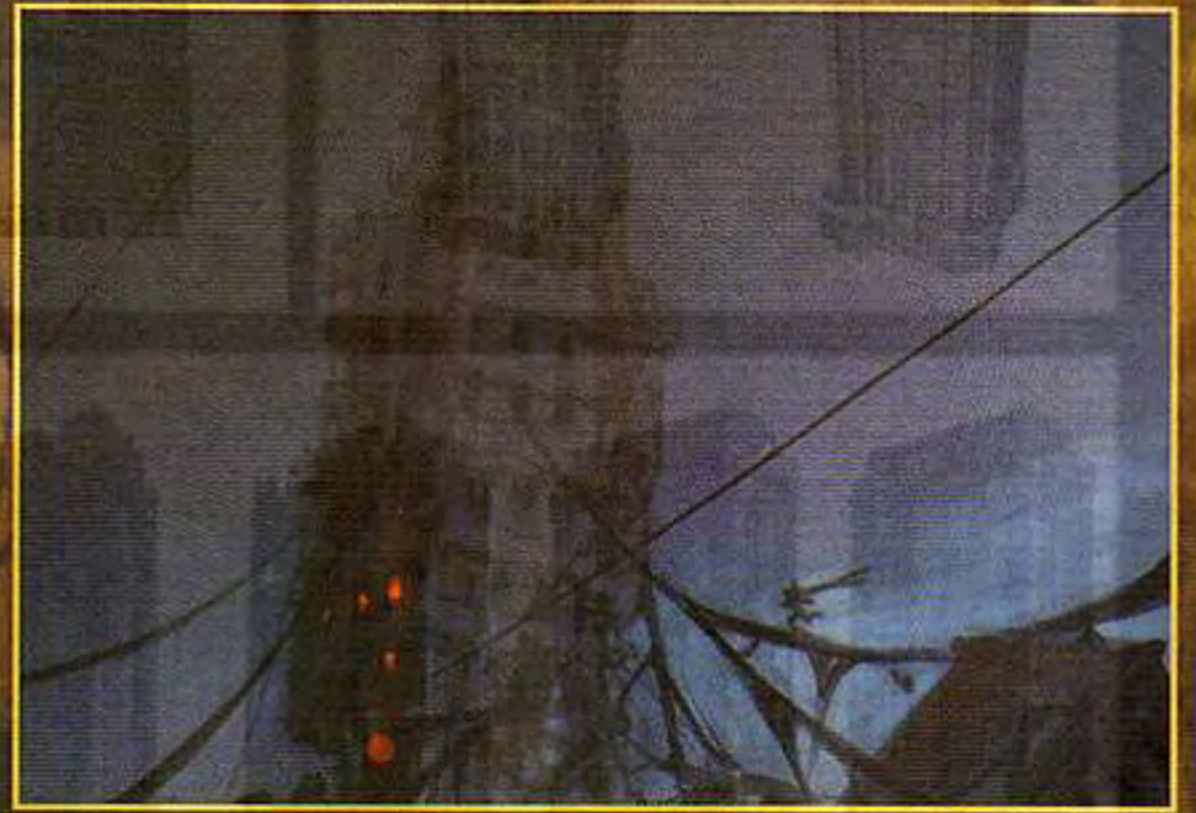
CITY CONCEPT



BUILDING DESIGNS



BRIDGE CONCEPT



BUILDING
CONCEPT

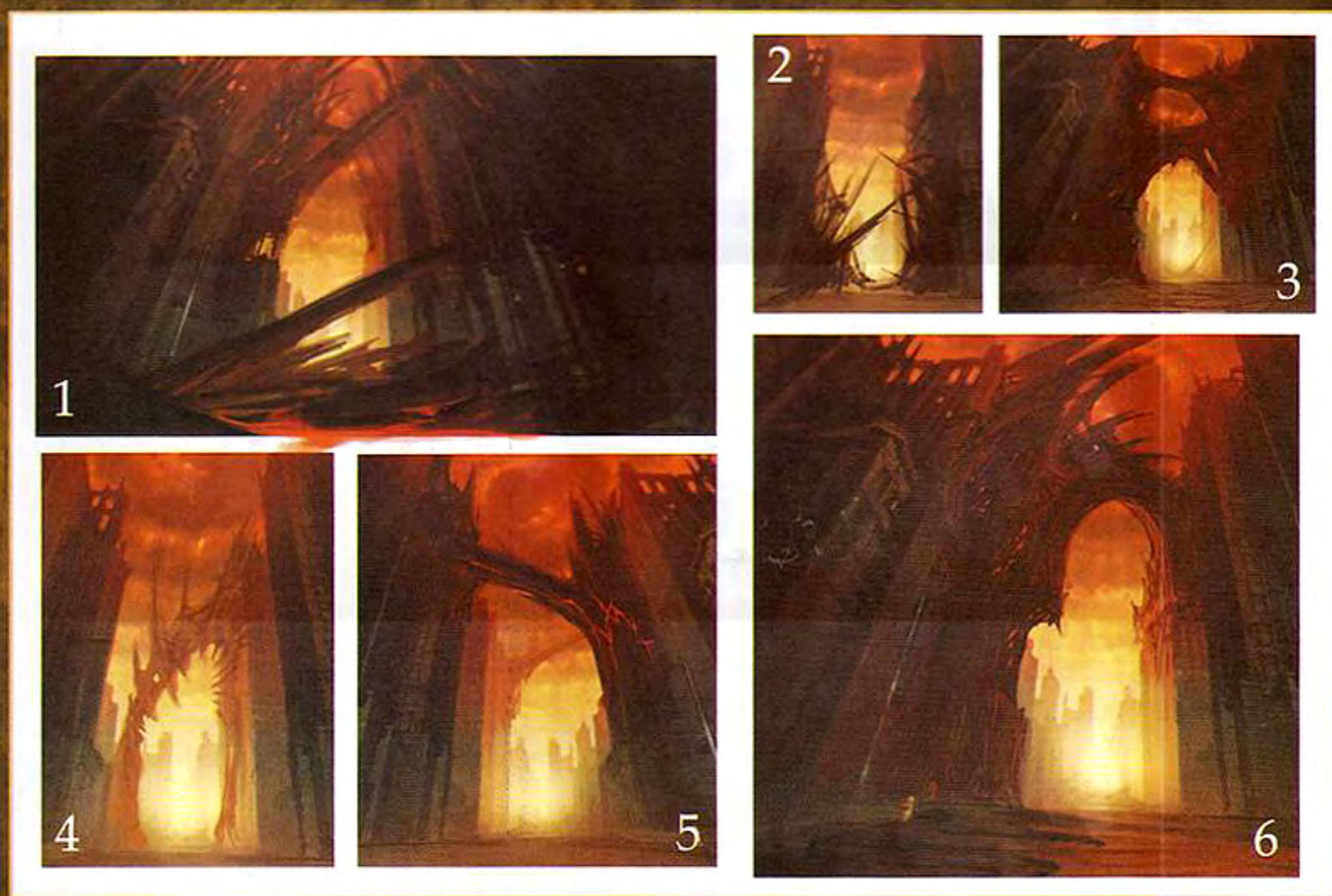
LAVA CONCEPT



LAVA CONCEPT



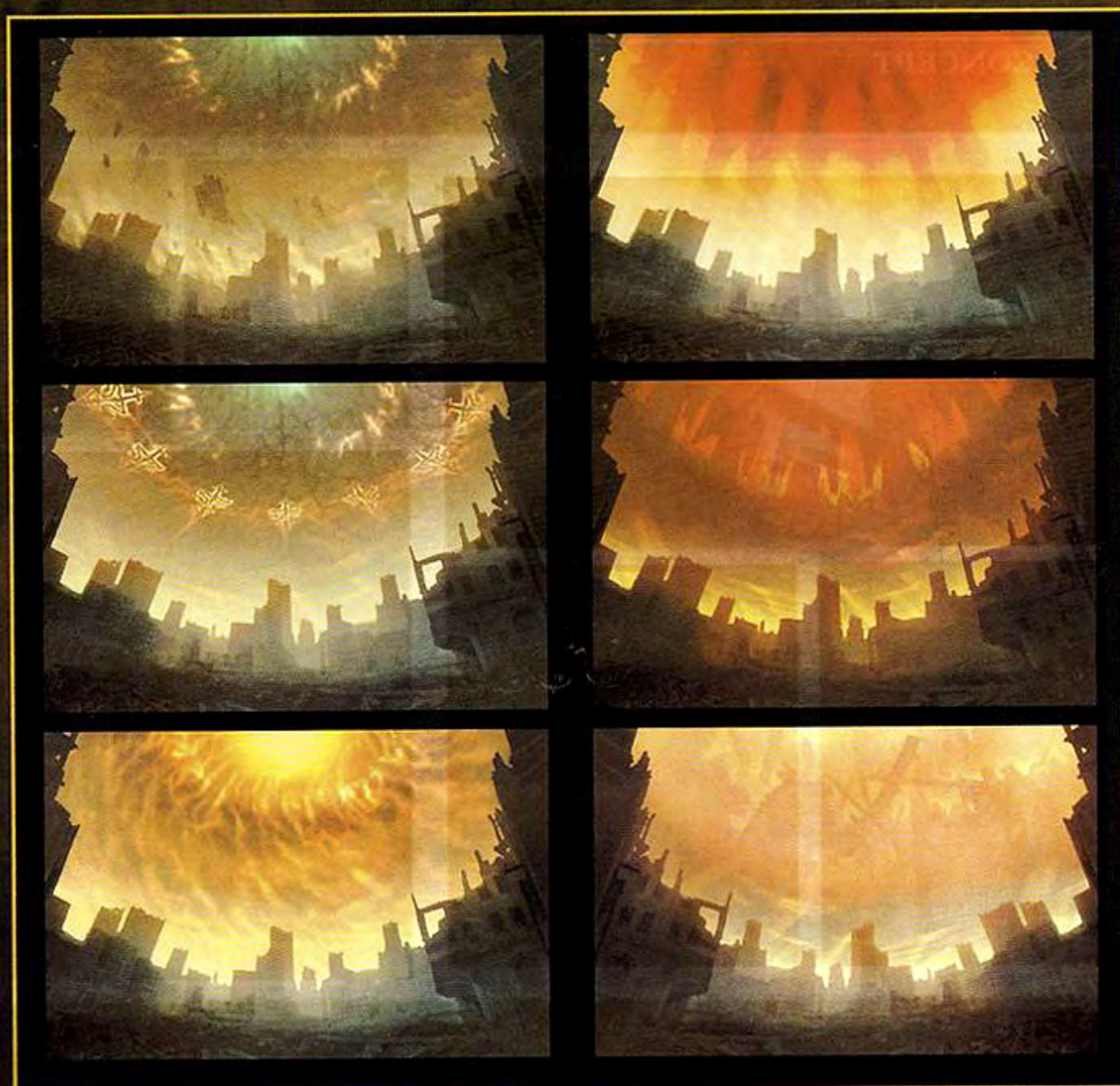
LIBRARY CONCEPT



CITY FORMS



SUBWAY TERMINAL



SKY CONCEPTS

ECHO GORGE

RADIO TOWER

GIRDERS/
TWISTED METAL
NESTED INTO
BUILDING

CHAINLINK
FENCE

CAR PILEUPS

NARROW
PASSAGEWAYS



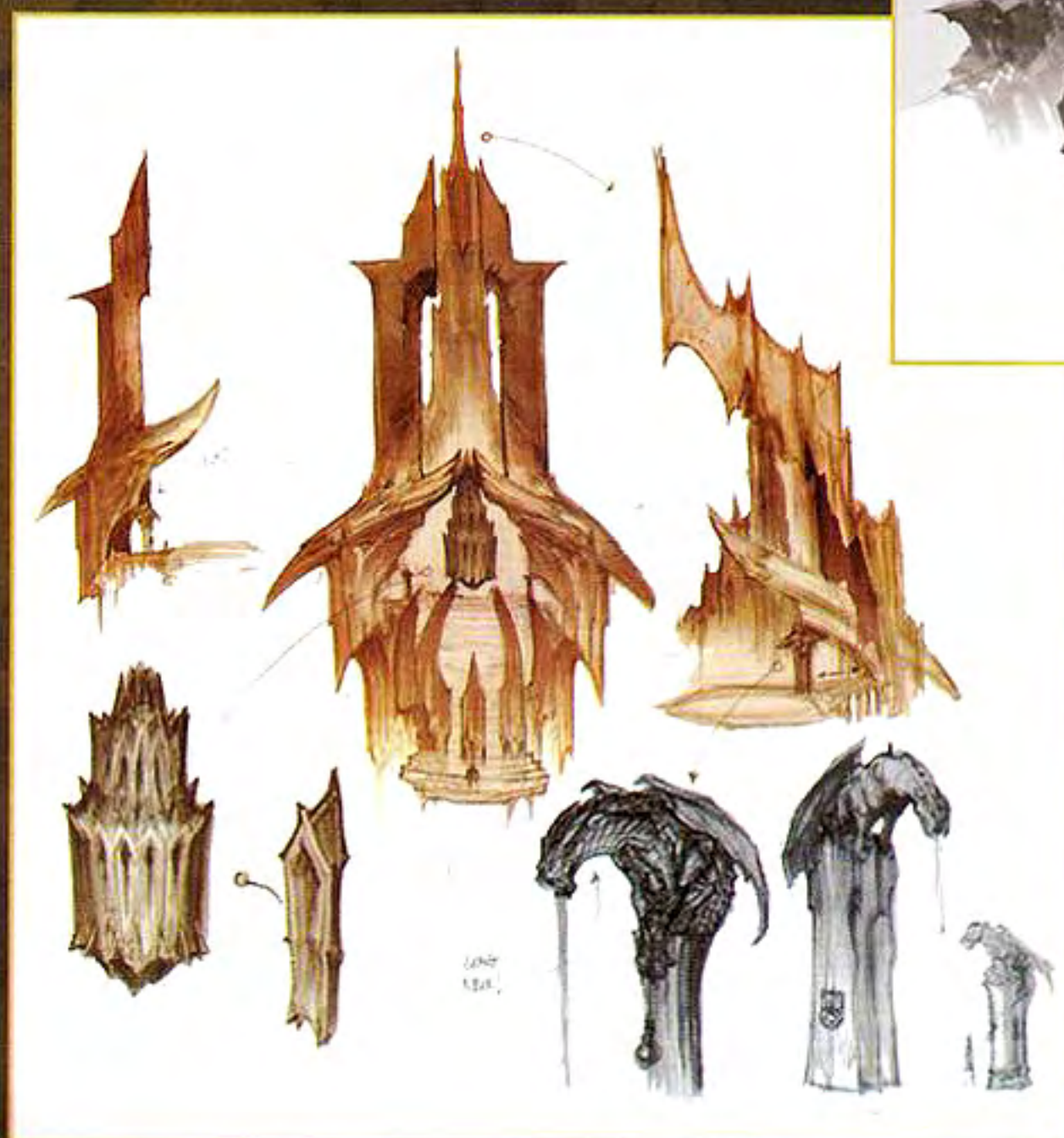
FALLEN
COLUMN SUPPORTS
W/ REBAR



SCALDING GALLOWS CONCEPT

The Scalding Gallows looms ominously over a lake of fire, its curved spires grasping at the foreboding skies. When Samael dared to defy the Destroyer, he was imprisoned within the hellish confines of the Gallows. Samael was a demon lord of legendary dark power, yet even he was broken by the Destroyer's might. Will the Horseman face a similar fate?

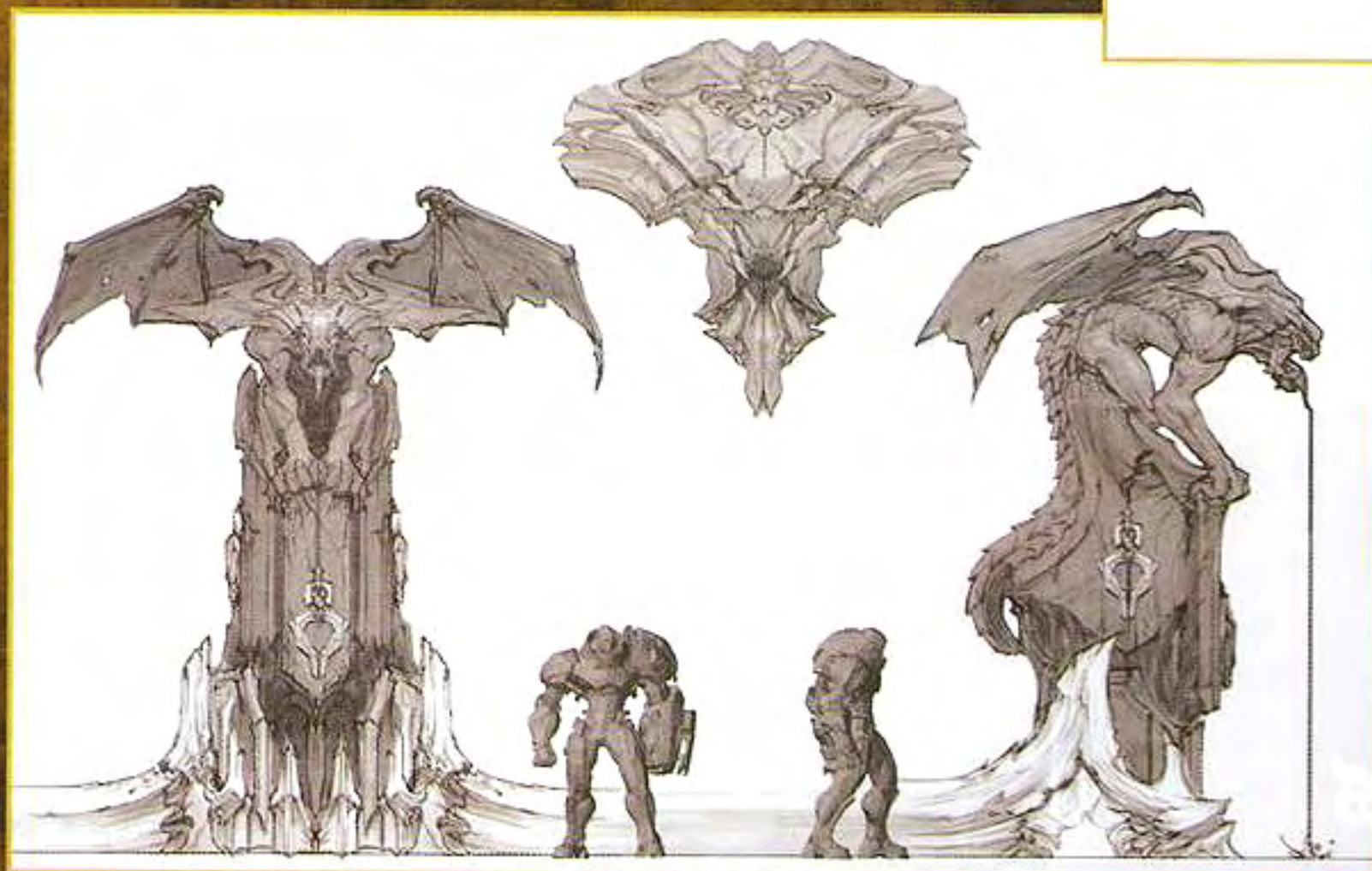
Scalding Gallows



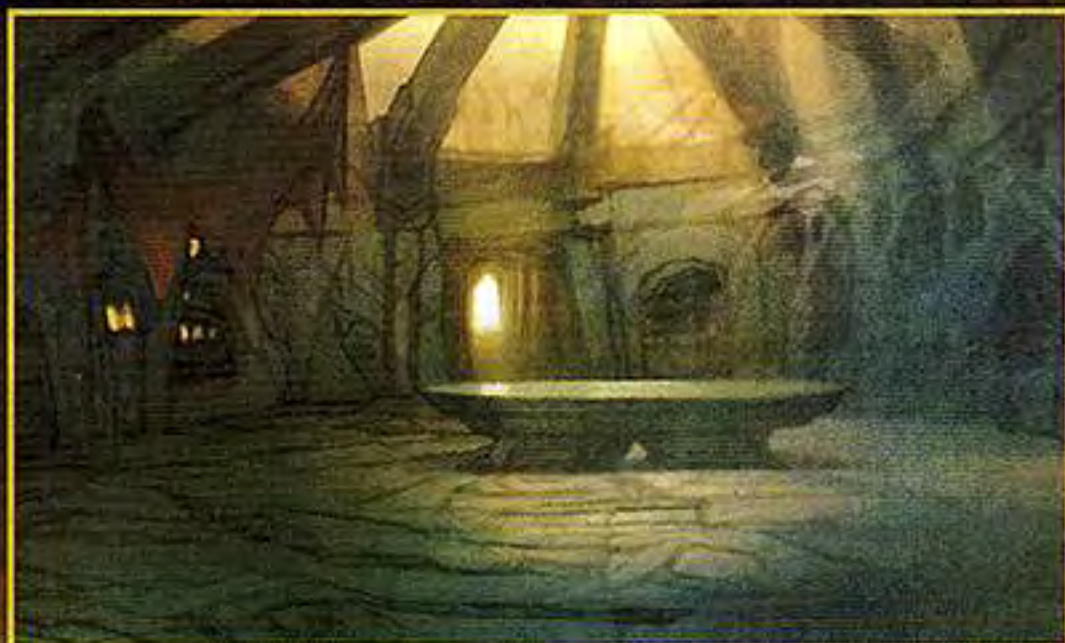
SAMAEL'S
PRISON
CONCEPTS



SAMAEI'S
PRISON
CONCEPTS



SCALDING GALLOWS CONCEPT

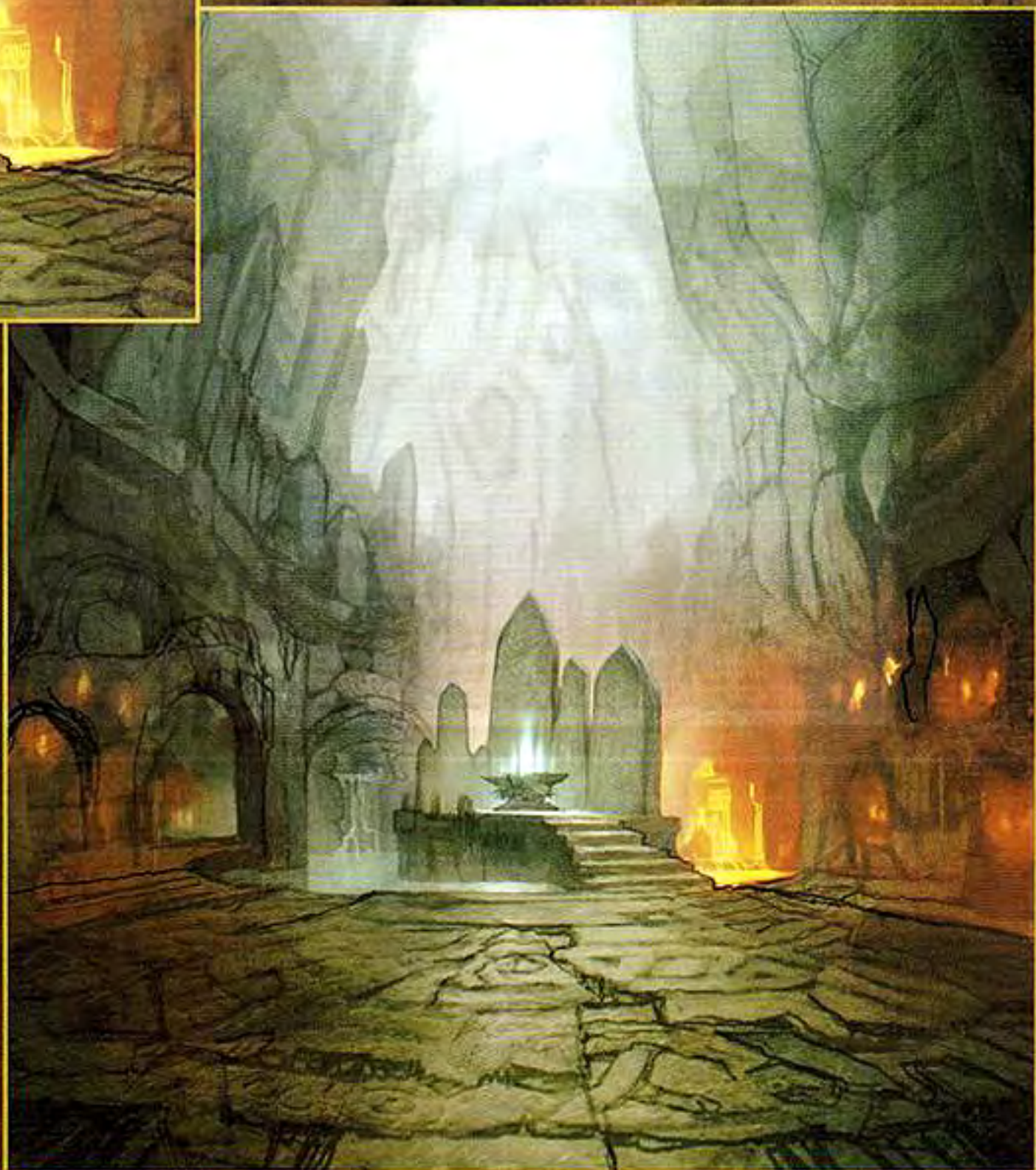


FORGE CONCEPTS

Anvil's Ford

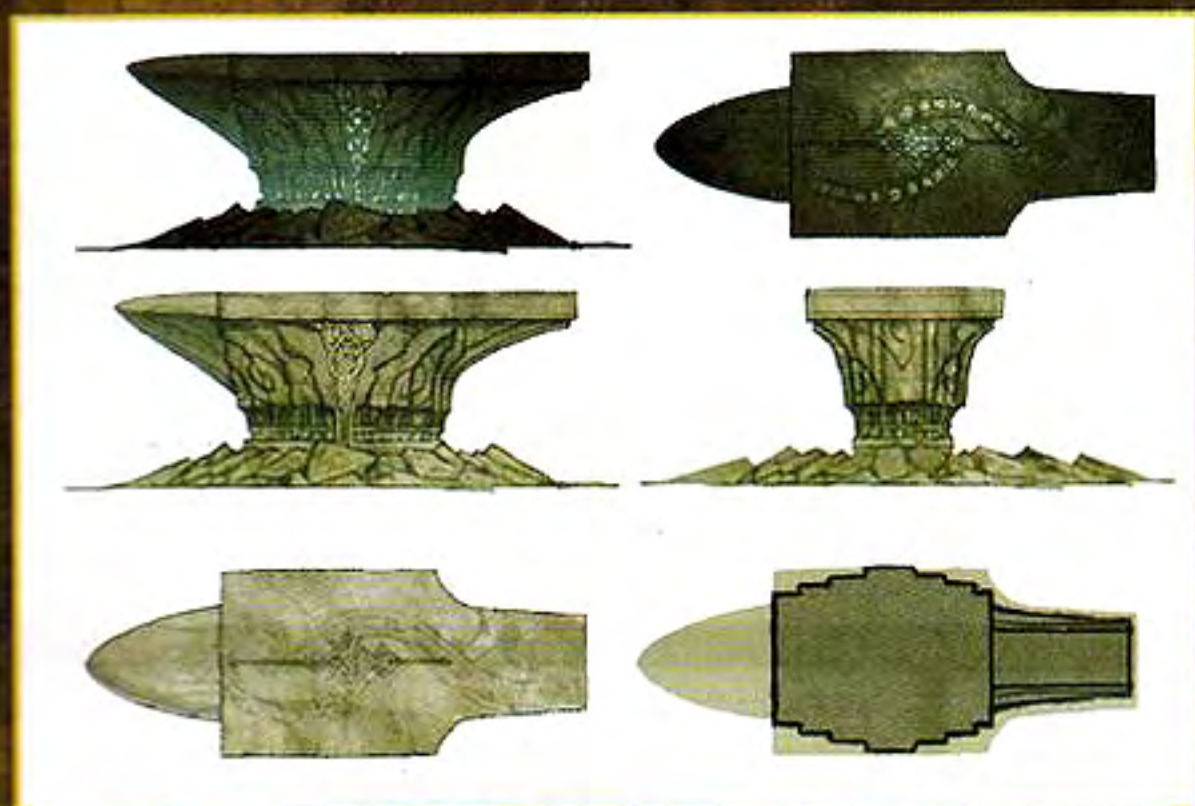
The Anvil's Ford is hidden in the wastes. Here, sparks leap from an anvil as steel is flattened and honed. Above this blazing forge leans Ulthane, a being far older than the war between Heaven and Hell. With each clang of metal on metal, Ulthane perfects legendary arms and armor. On his walls are spears to fell sky-borne demons and swords to pierce the blackest of hearts.

Ulthane will need such an arsenal if he is to survive the demon hordes. I suspect his smithy cannot remain hidden for long.

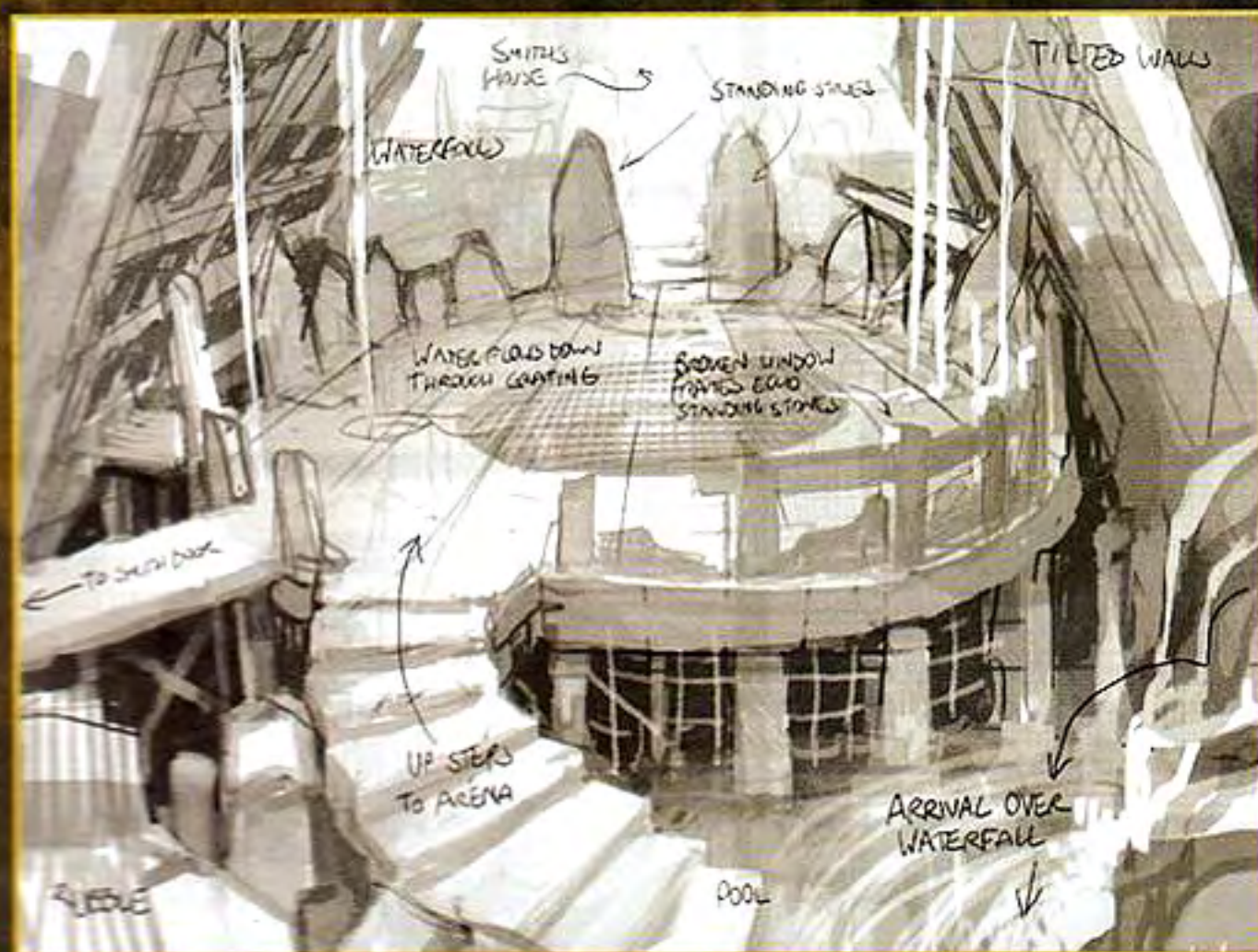
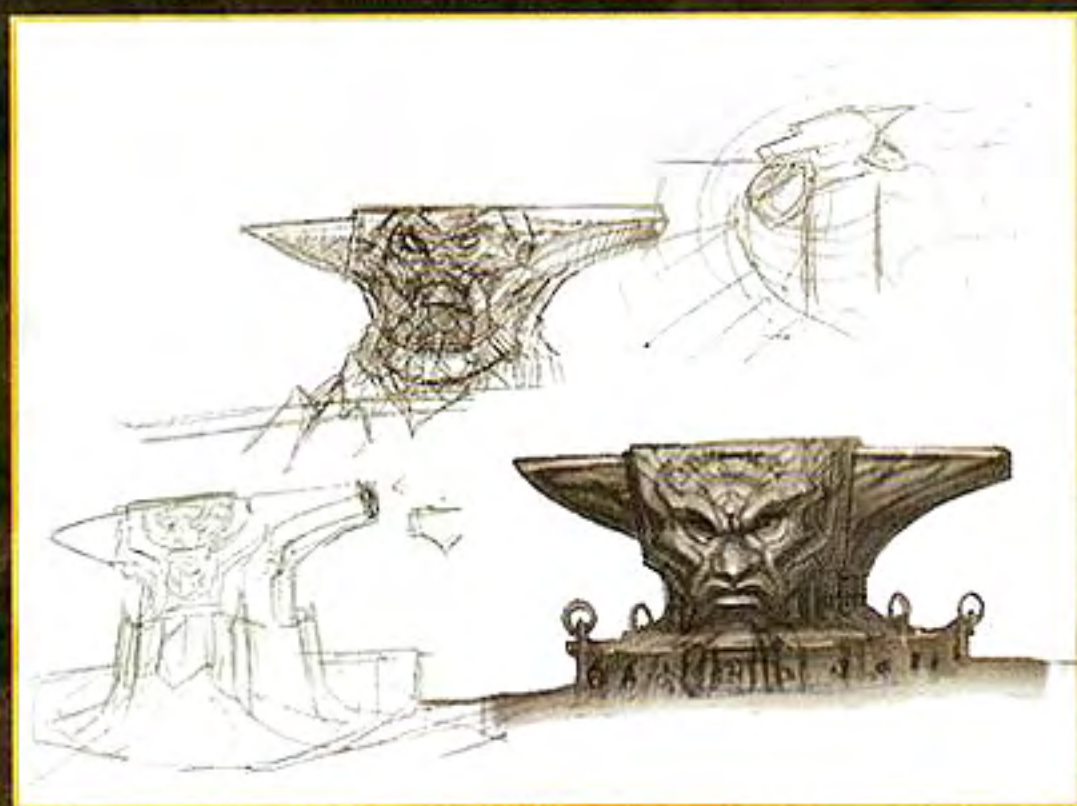




FORGE DESIGN



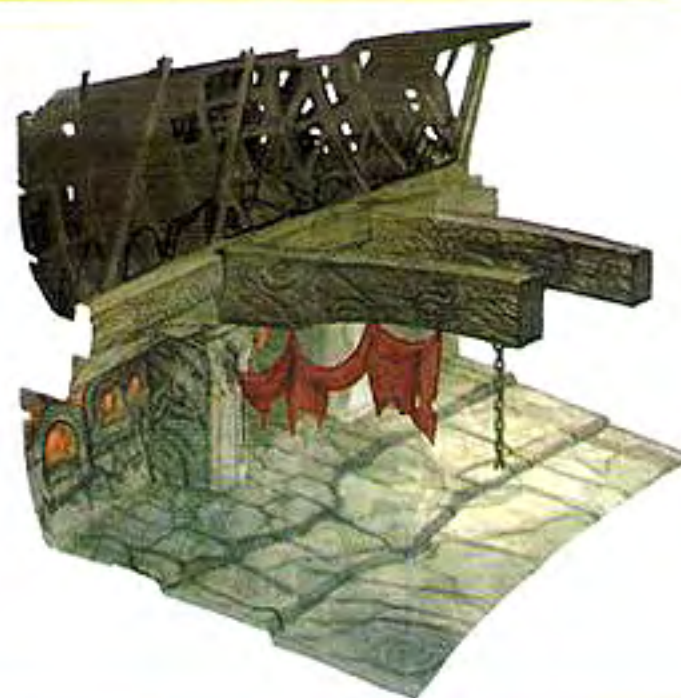
ANVIL DEVELOPMENT SKETCHES



LAYOUT SKETCHES



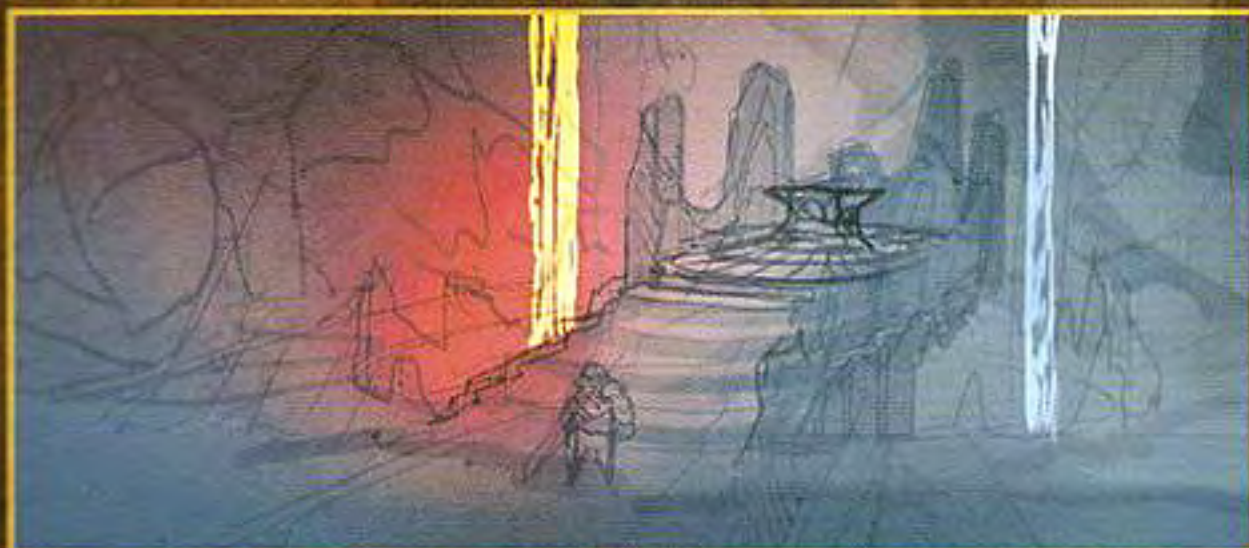
ENTRANCE
CONCEPT



WALL & DOOR DESIGNS



ENTRANCE CONCEPT



BRIDGE CONCEPT



ANVIL'S FORD CONCEPTS

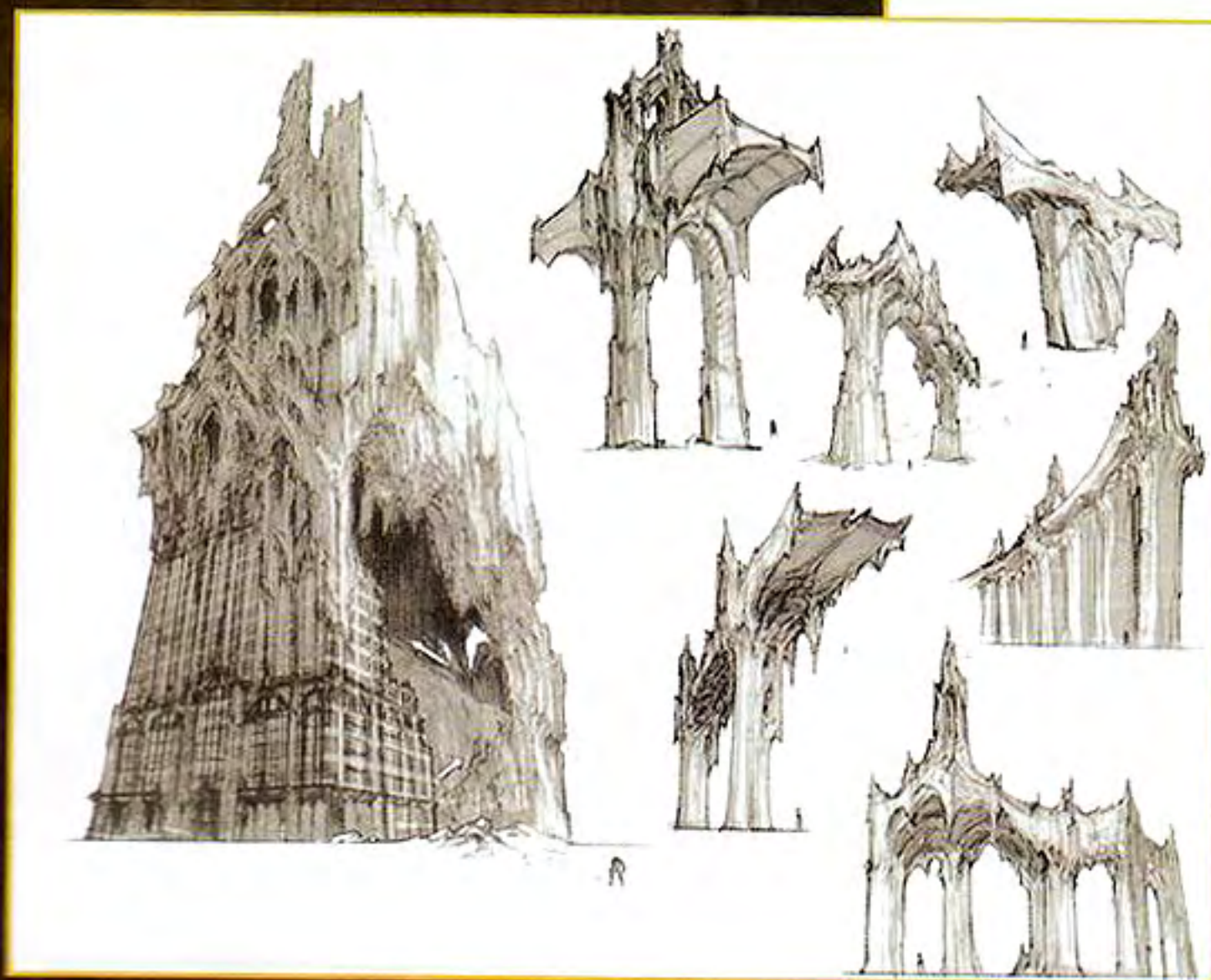


ENTRANCE CONCEPTS

FORM
CONCEPTS



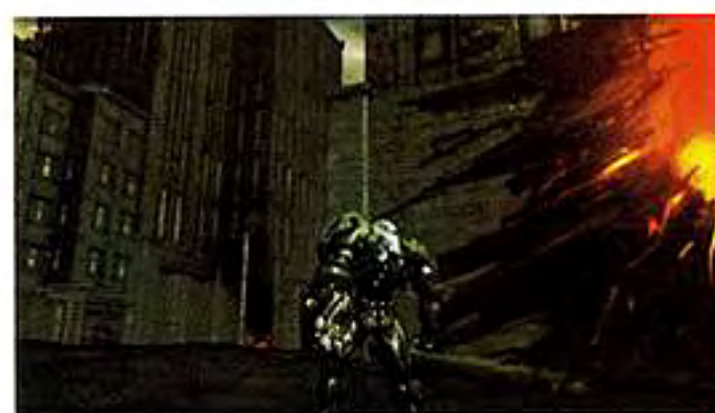
Hellgrowth



FORM
CONCEPTS



STREET CONCEPT



HORIZ. VOLCANES

FORM CONCEPTS

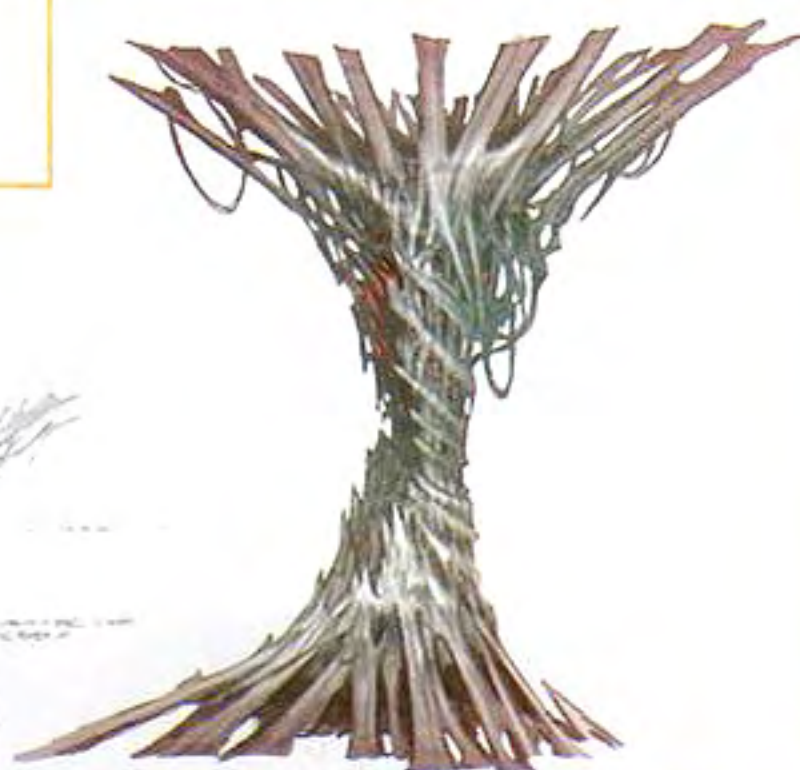
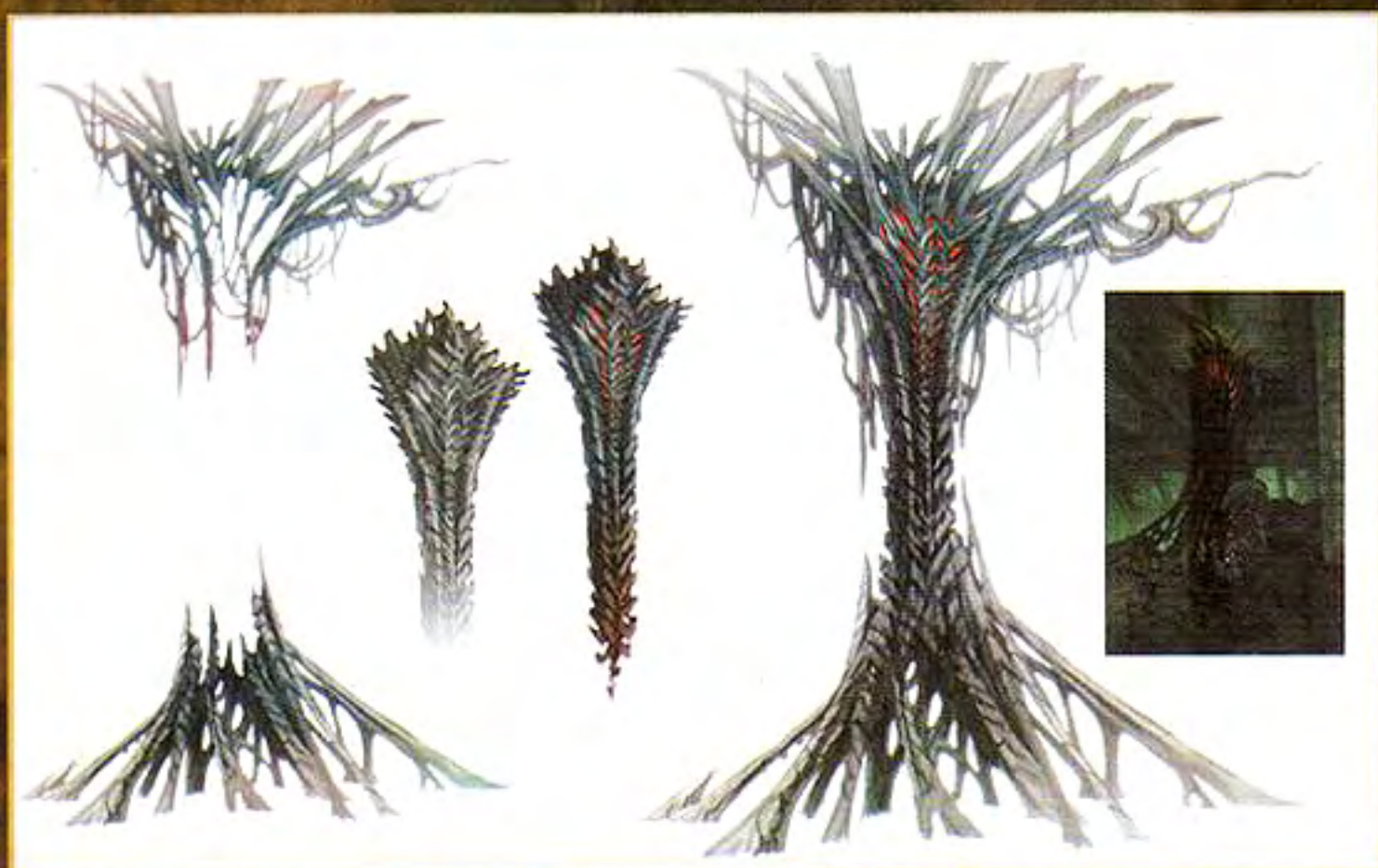


HELLGROWTH CONCEPTS



HELLGROWTH CONCEPTS





CORNER GROWTH CONCEPTS

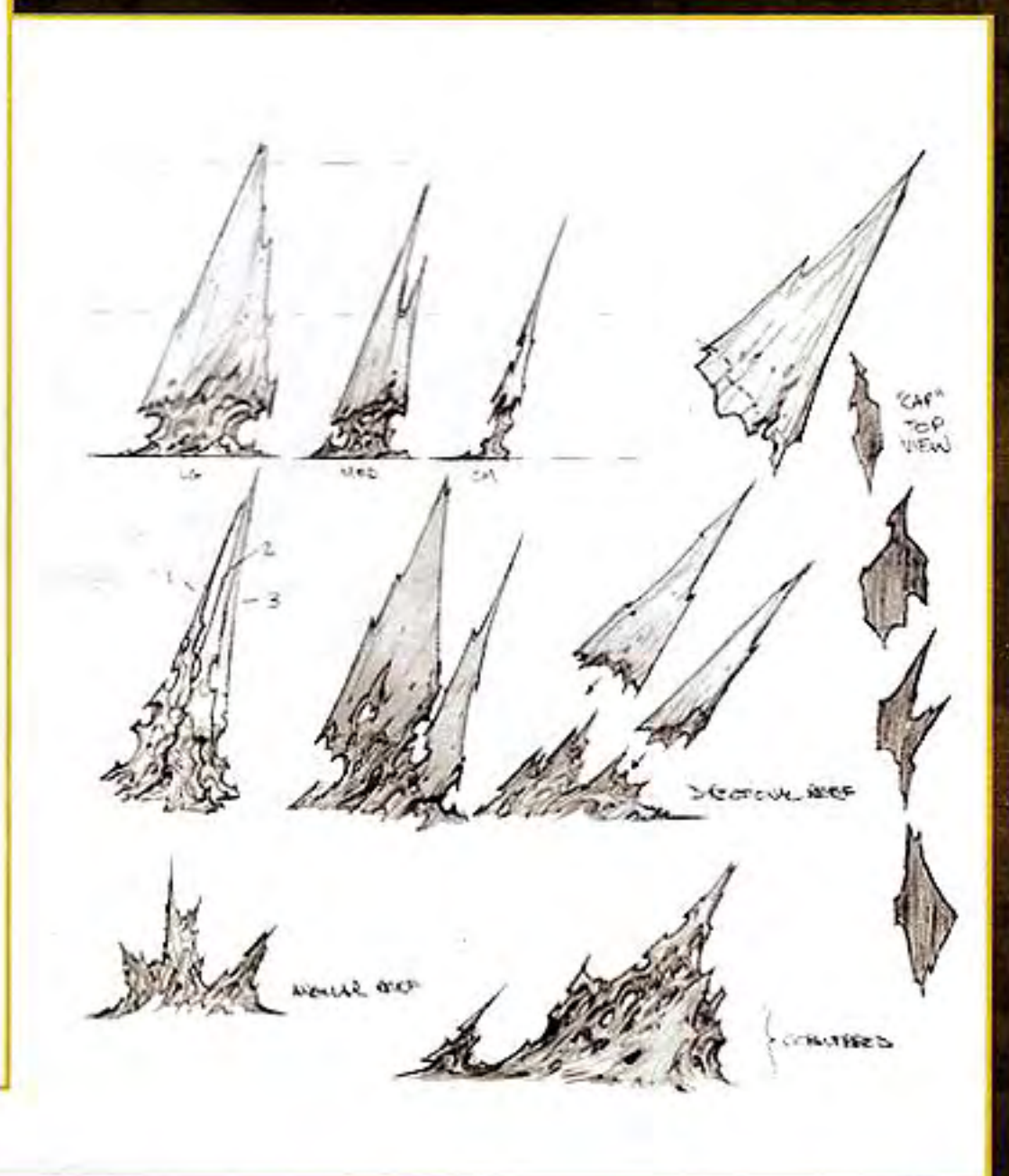
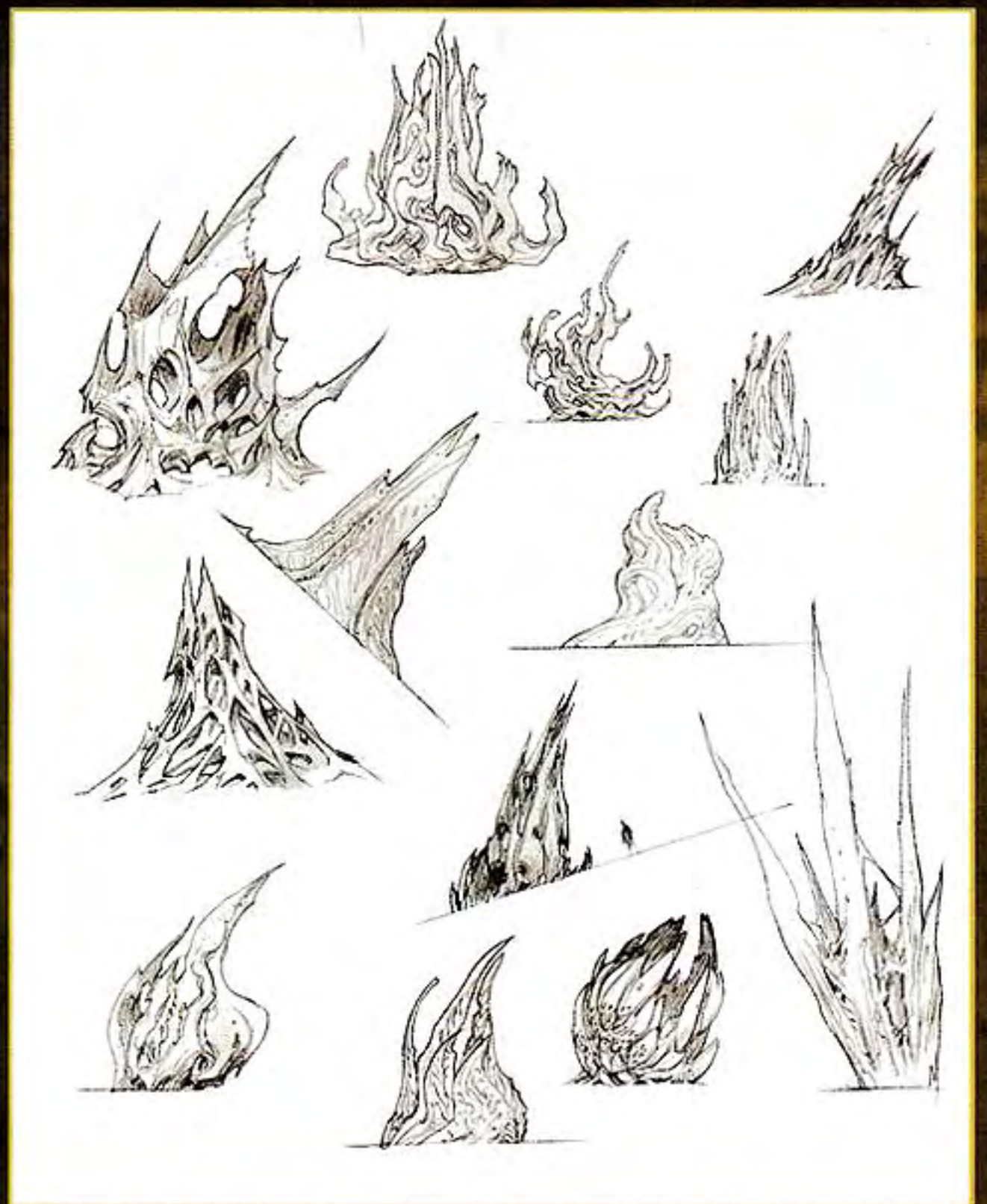
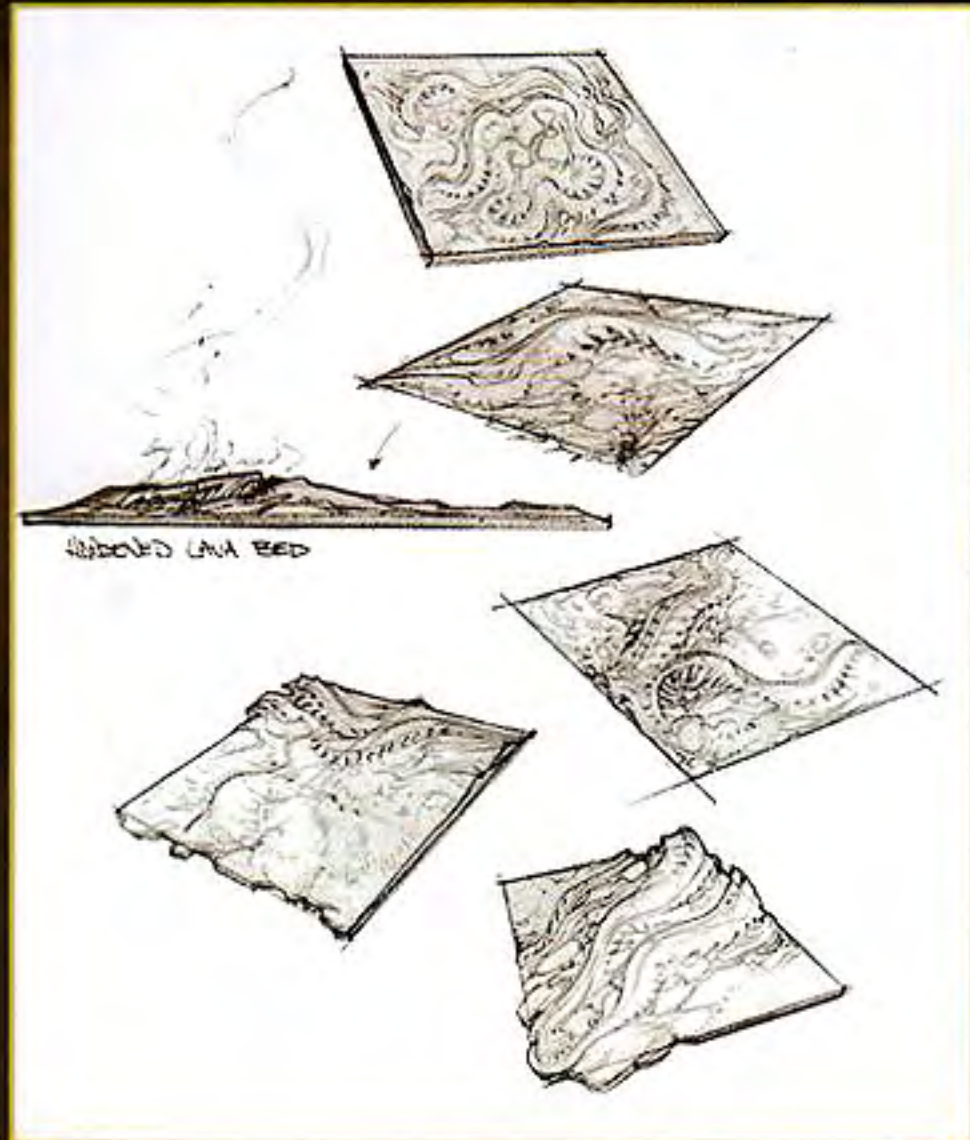


HELLGROWTH TEXTURE DETAIL

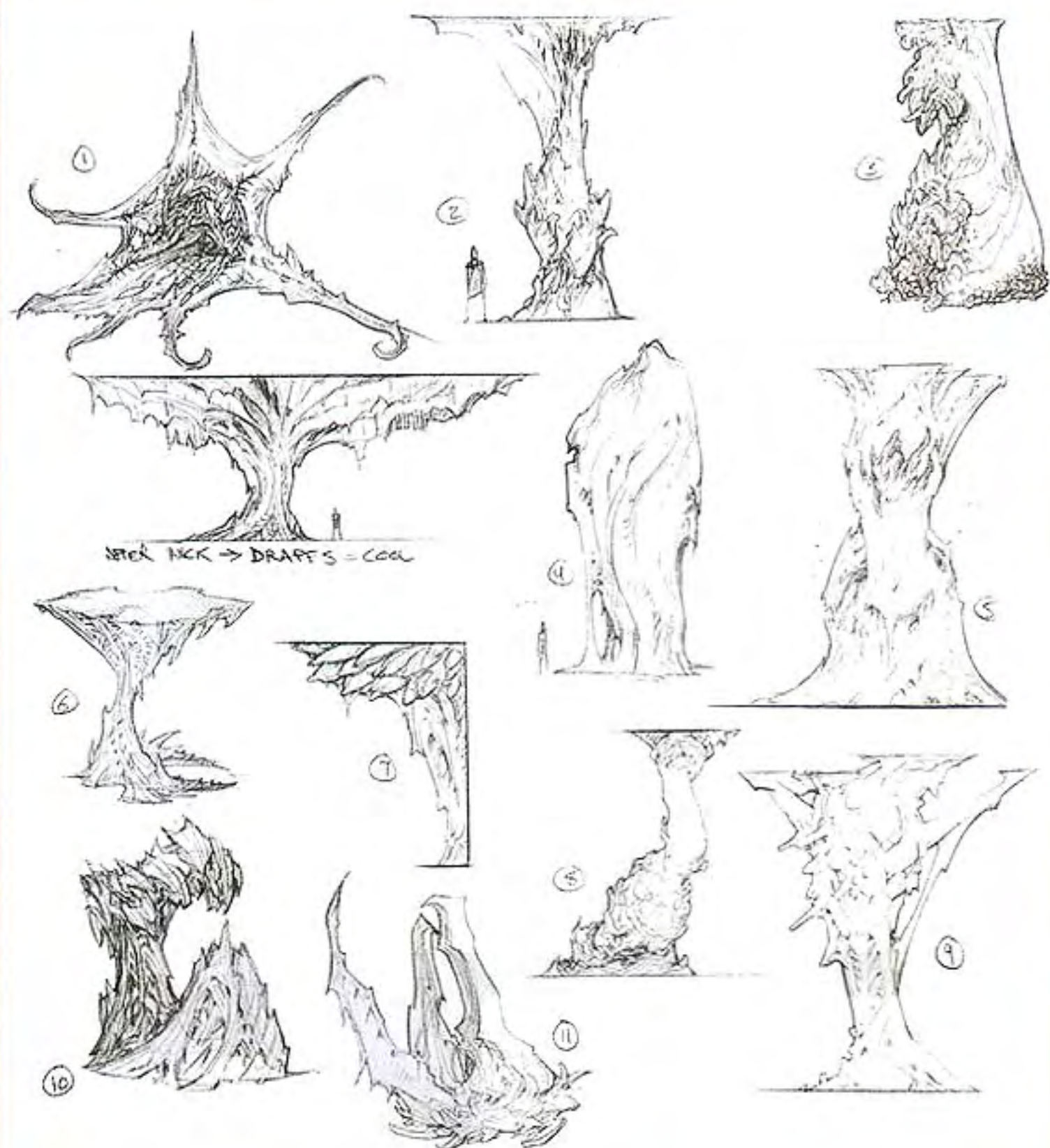


HELLGROWTH CONCEPT

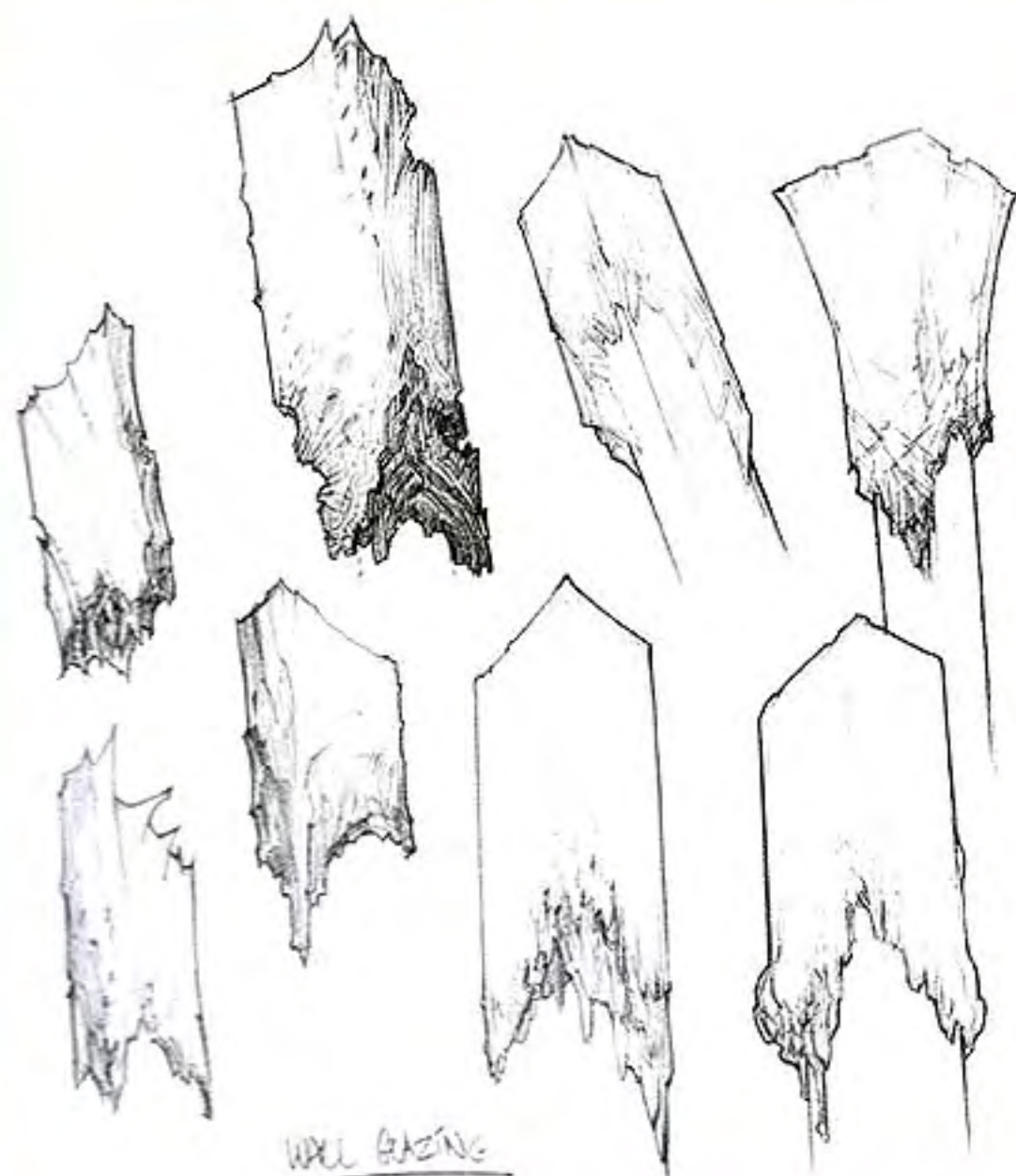
HELLGROWTH FORM CONCEPTS

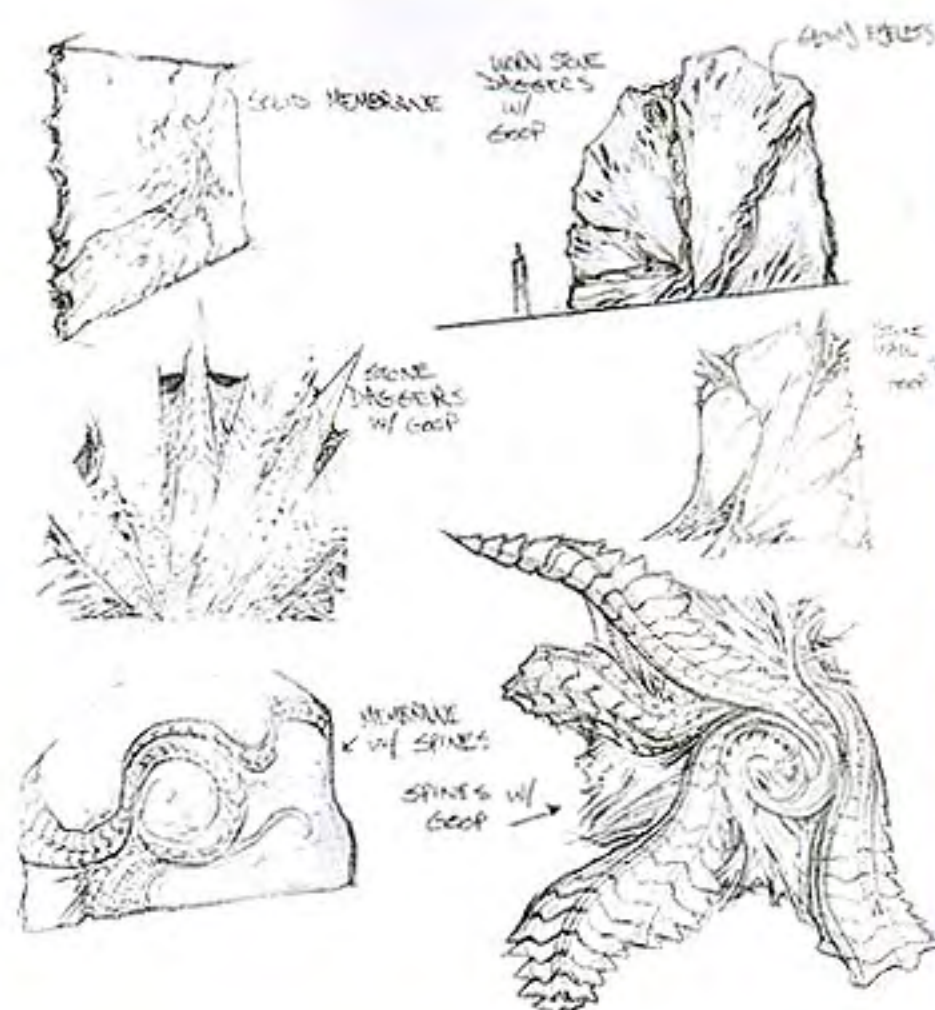
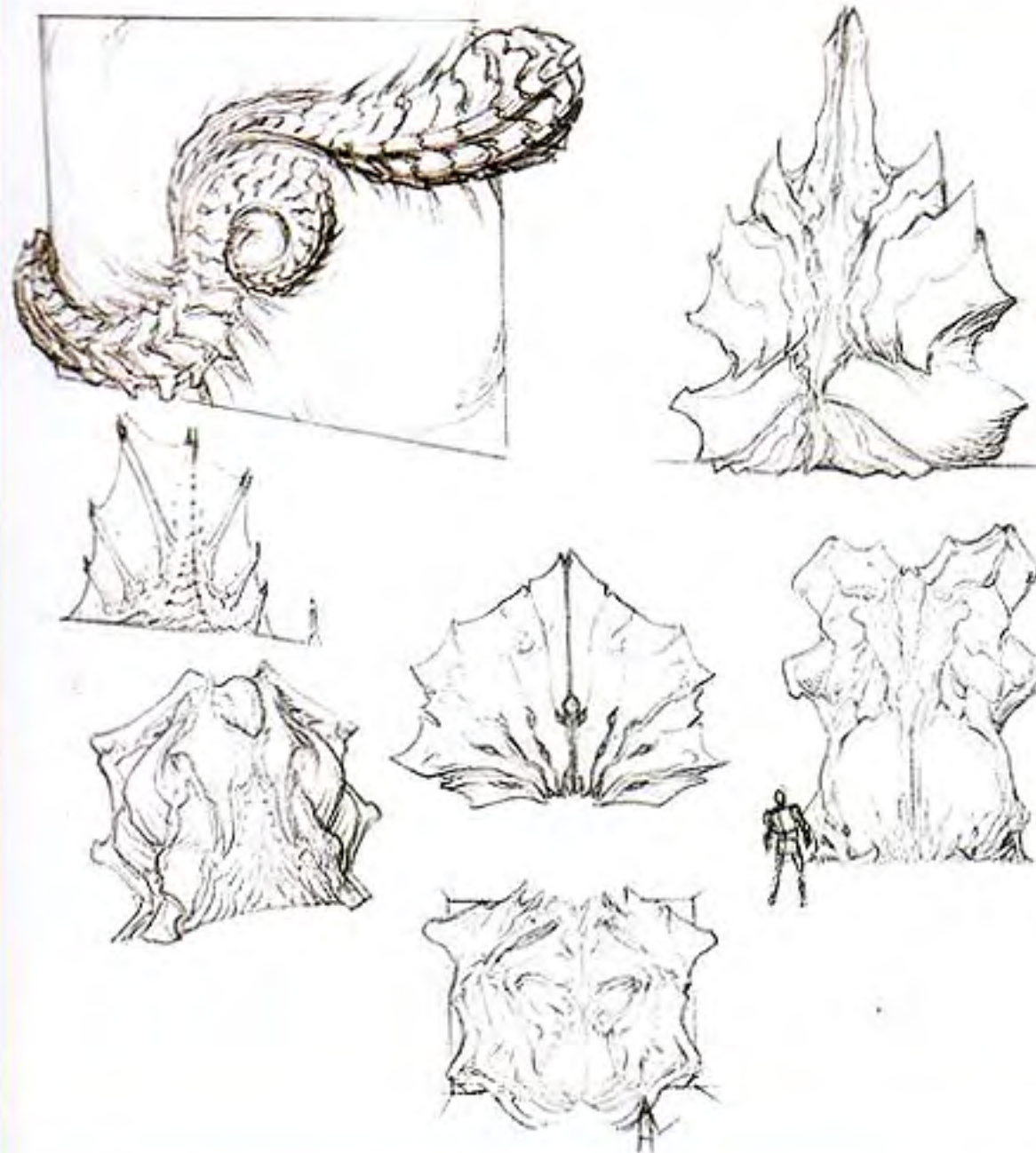


FORM CONCEPTS



FORM CONCEPTS

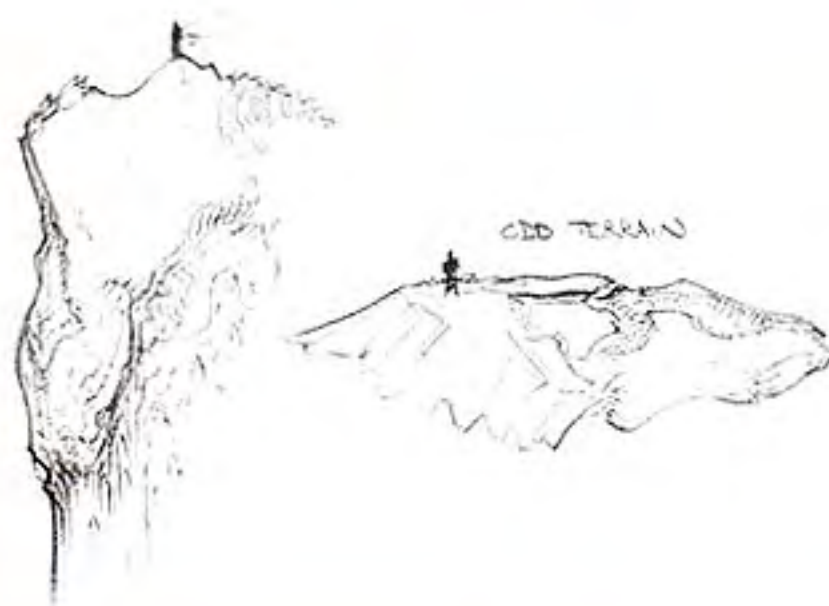


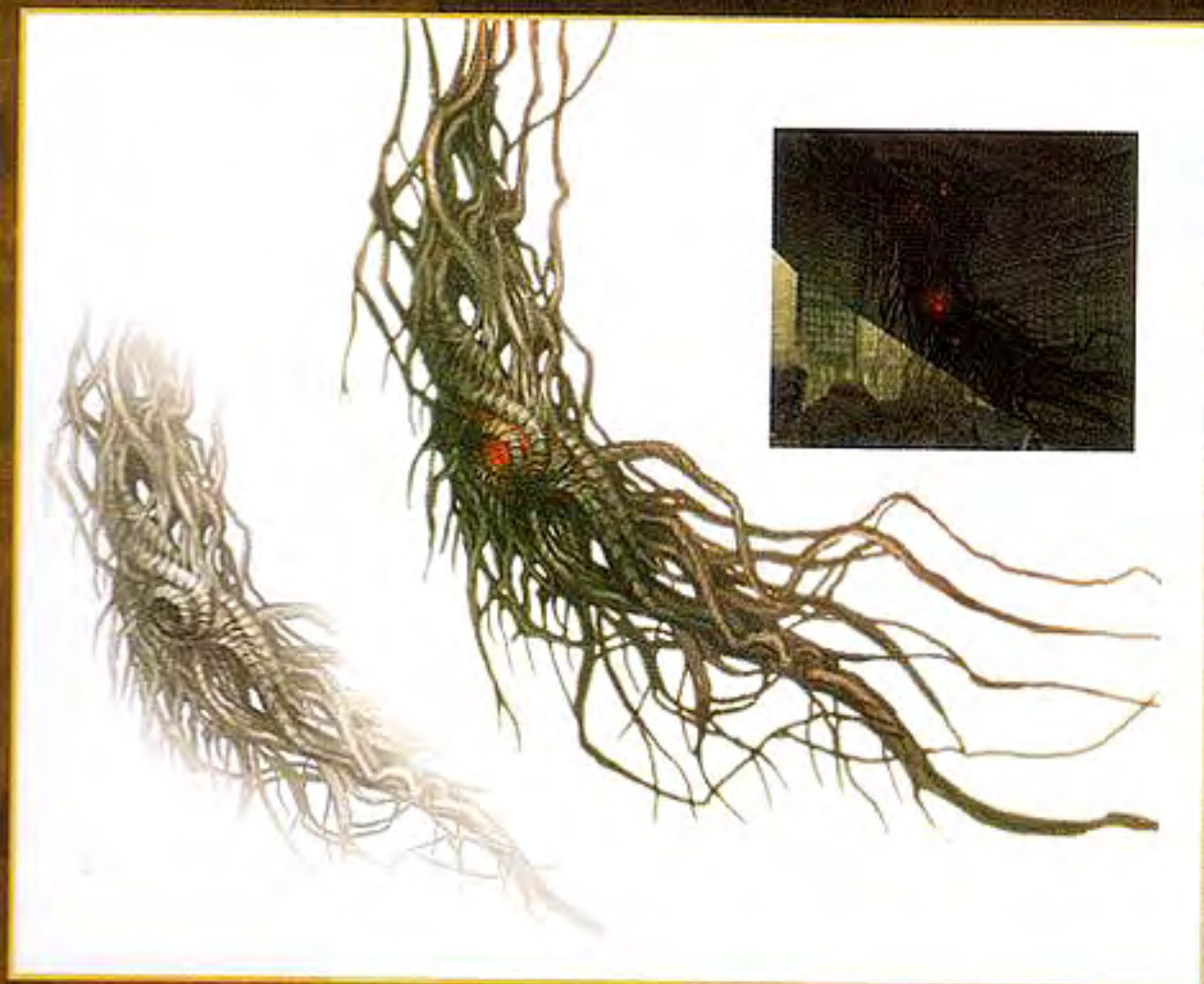


HELLGROWTH FORM CONCEPTS



FORM CONCEPTS





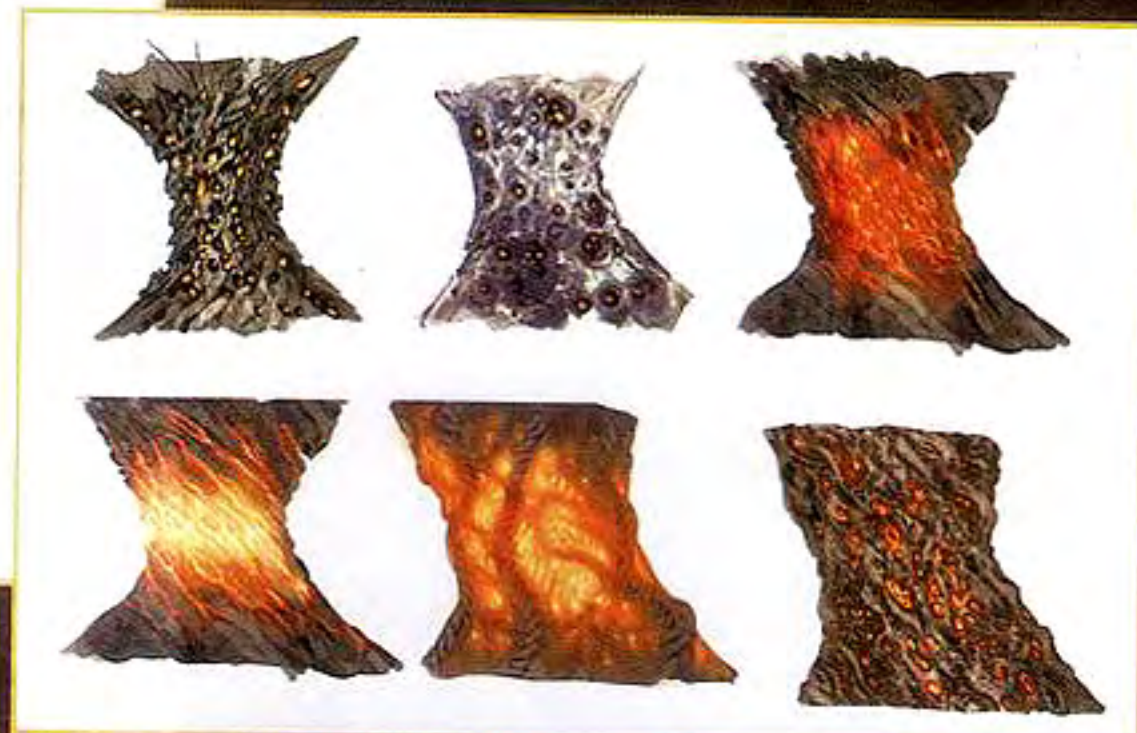
FORM CONCEPTS



FORM CONCEPTS

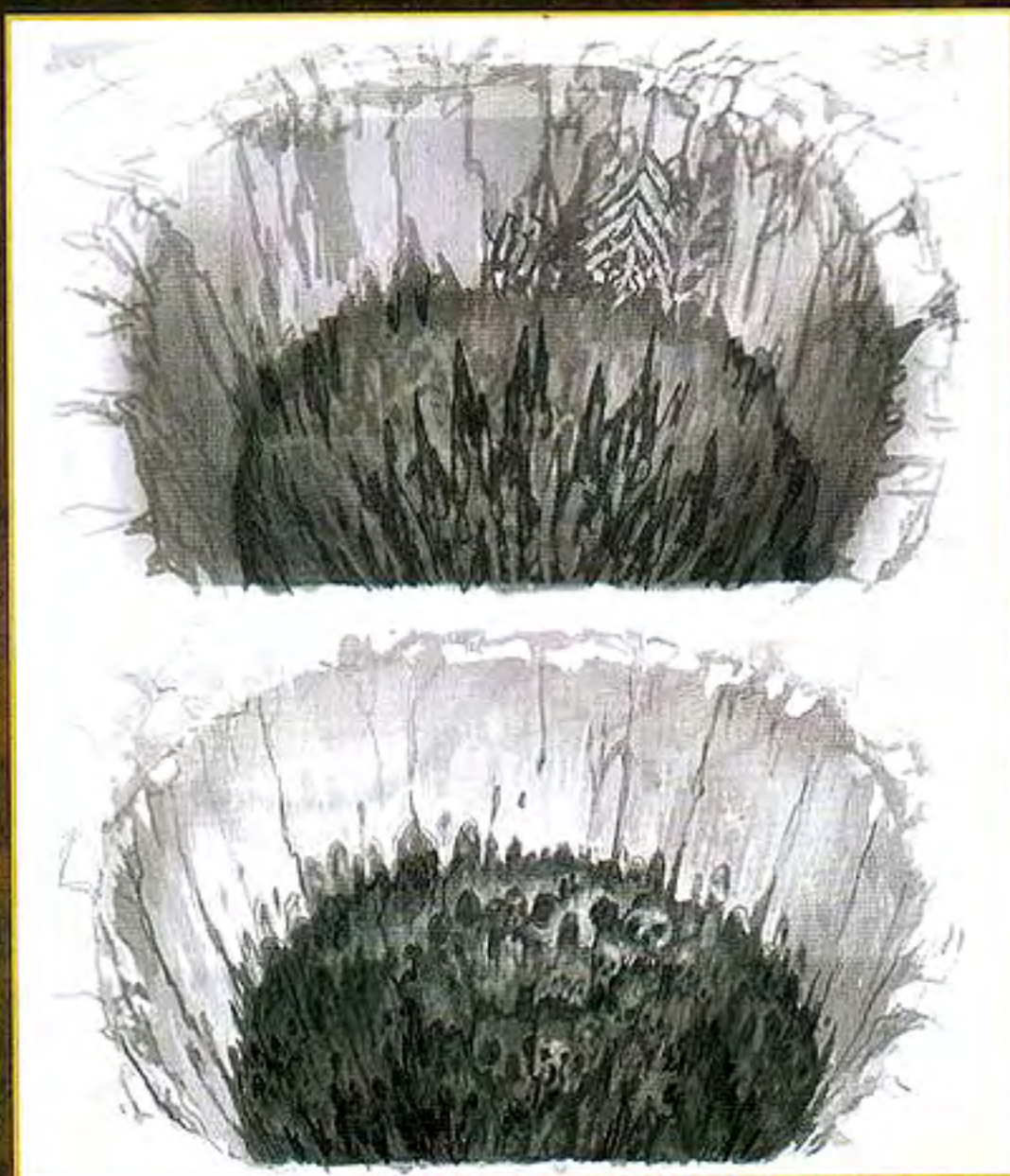


COLUMN CONCEPTS

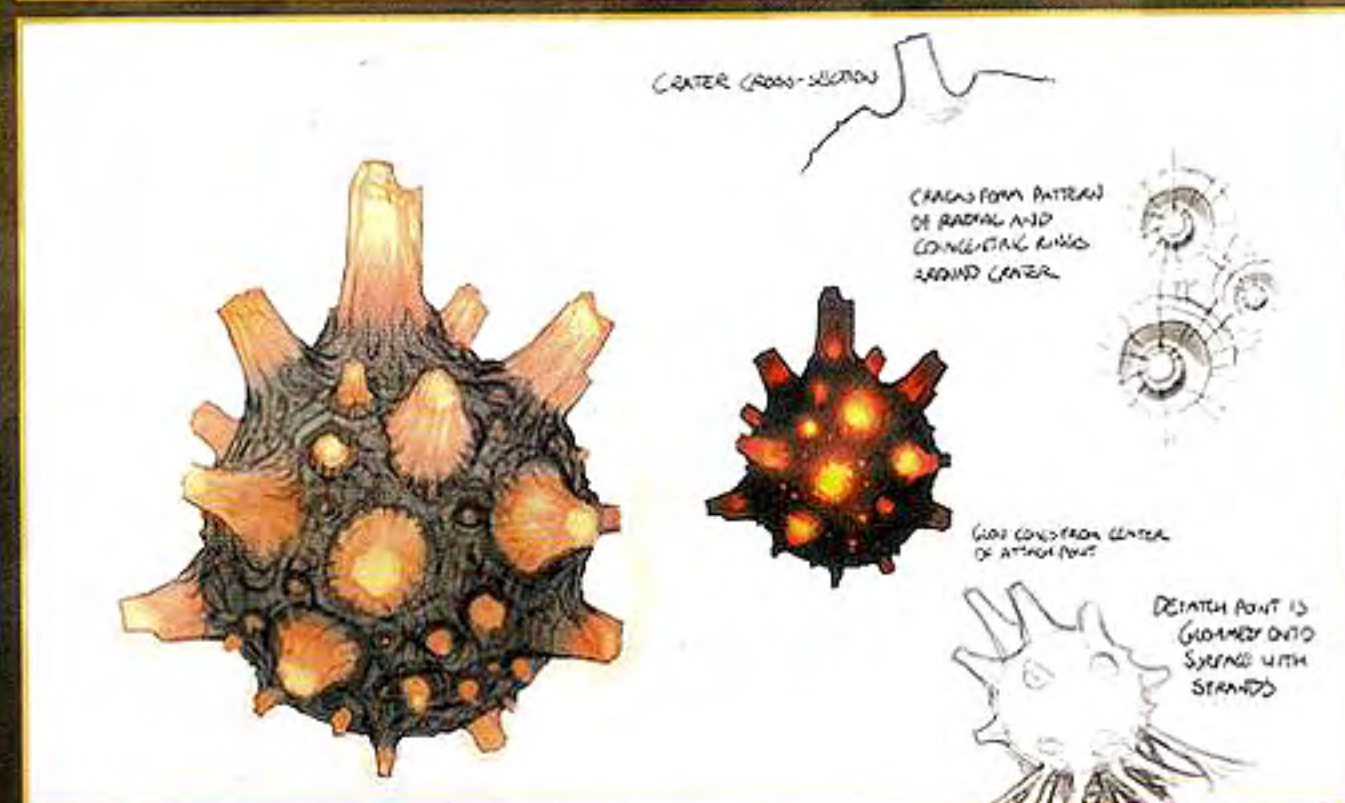




PIT CONCEPTS



HELLGROWTH
BOMB DESIGNS

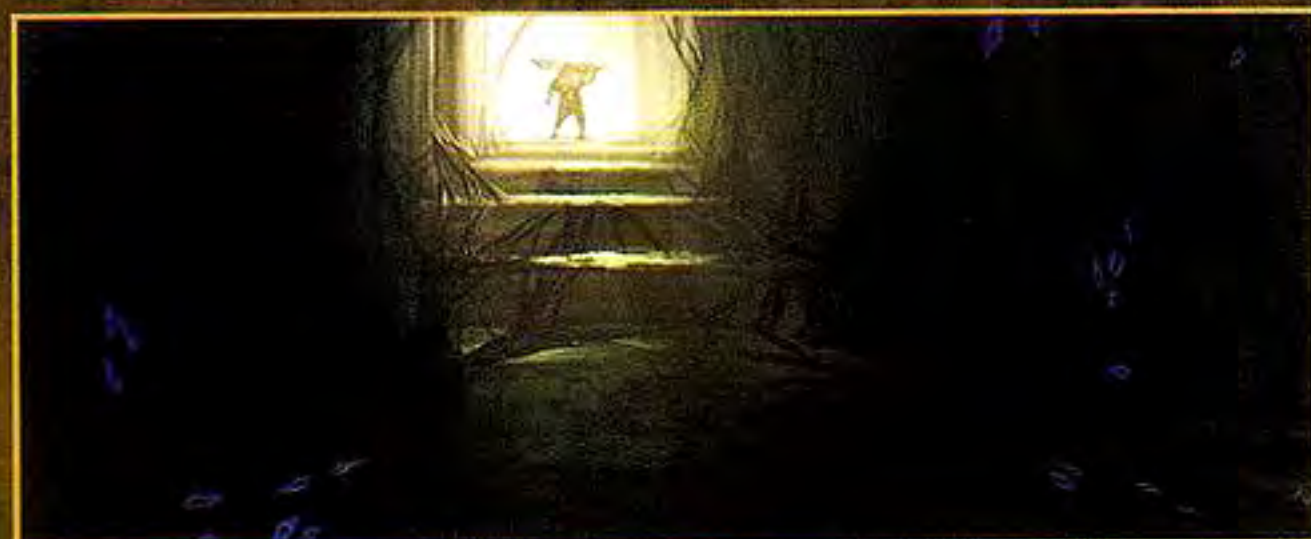




HELLGROWTH
CONCEPTS



HELLGROWTH
HAZARD
CONCEPTS



Silitha's Loom

Silitha's Loom stretches for miles, a tangled labyrinth of cobwebs that cling to the toppled city towers, suspended above the earth. Cocooned within are angels, mummified humans, and other horrors. Some are still alive, hung like preserved meat for the Canopy's mistress. Others are corpses missing limbs and heads and torsos, mere snacks for her many-eyed children.

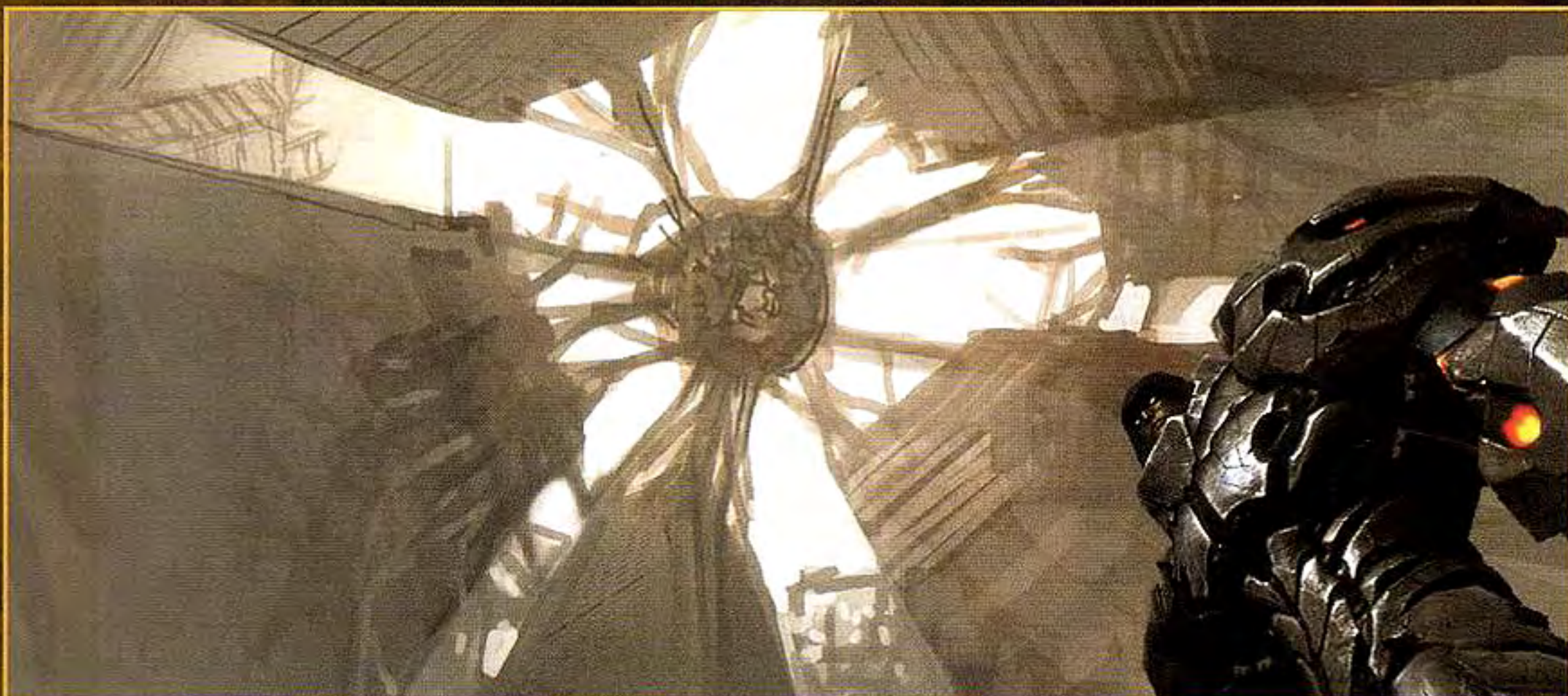
Travelers would be wise to avoid Silitha's Loom, lest they become one more entrée on a nightmare's menu.



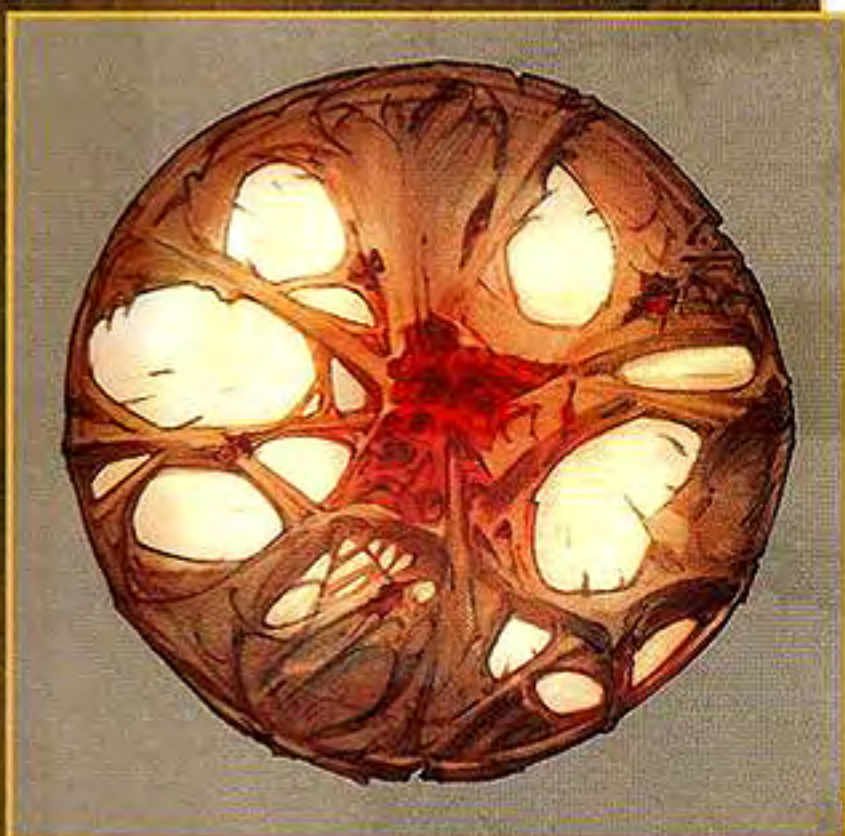
SILITHA'S LOOM CONCEPT



SILITHA'S LOOM CONCEPT



CEILING CONCEPT



CEILING CONCEPTS

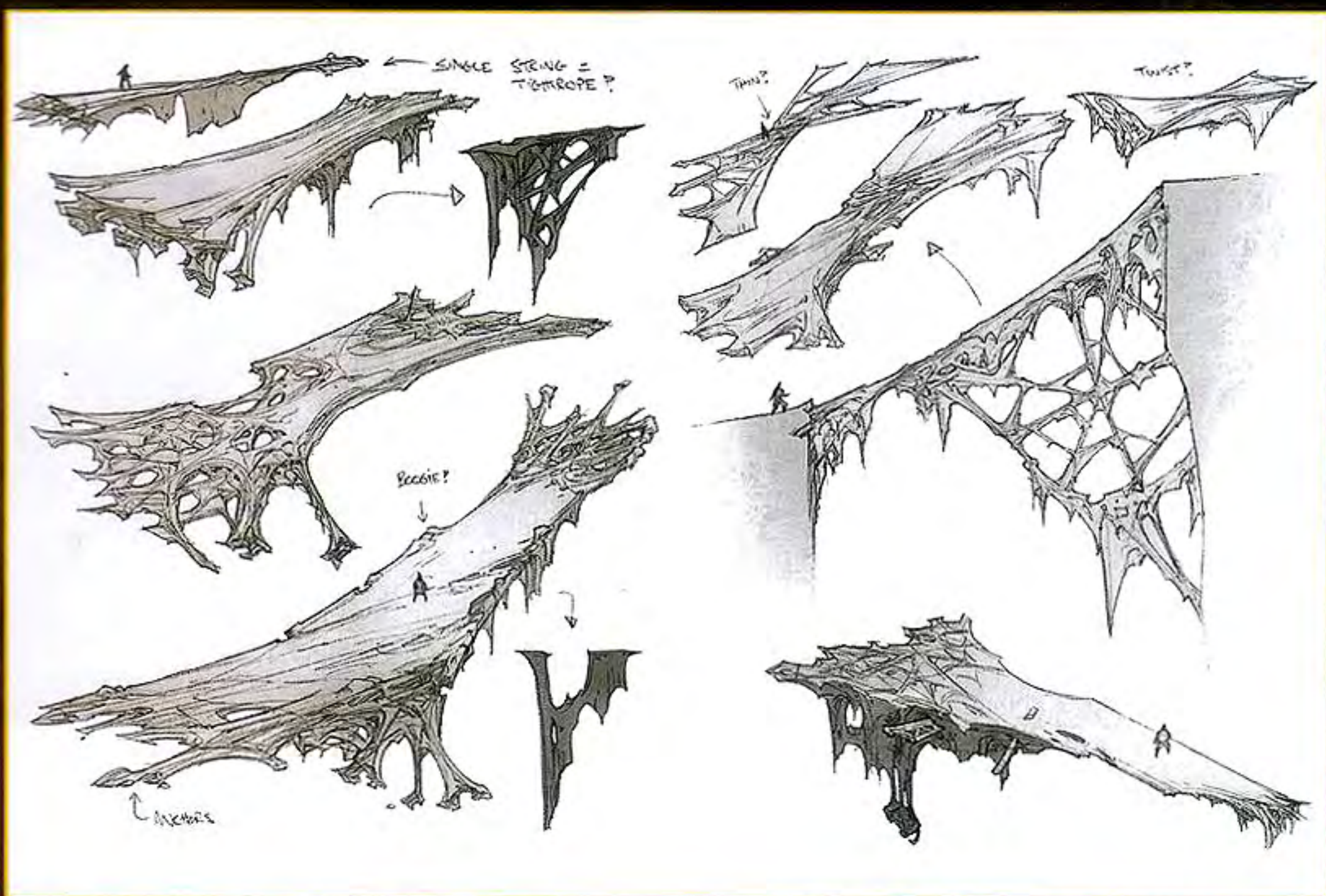


CHAINWEBS CONCEPT



SILITHA'S LOOM CONCEPTS

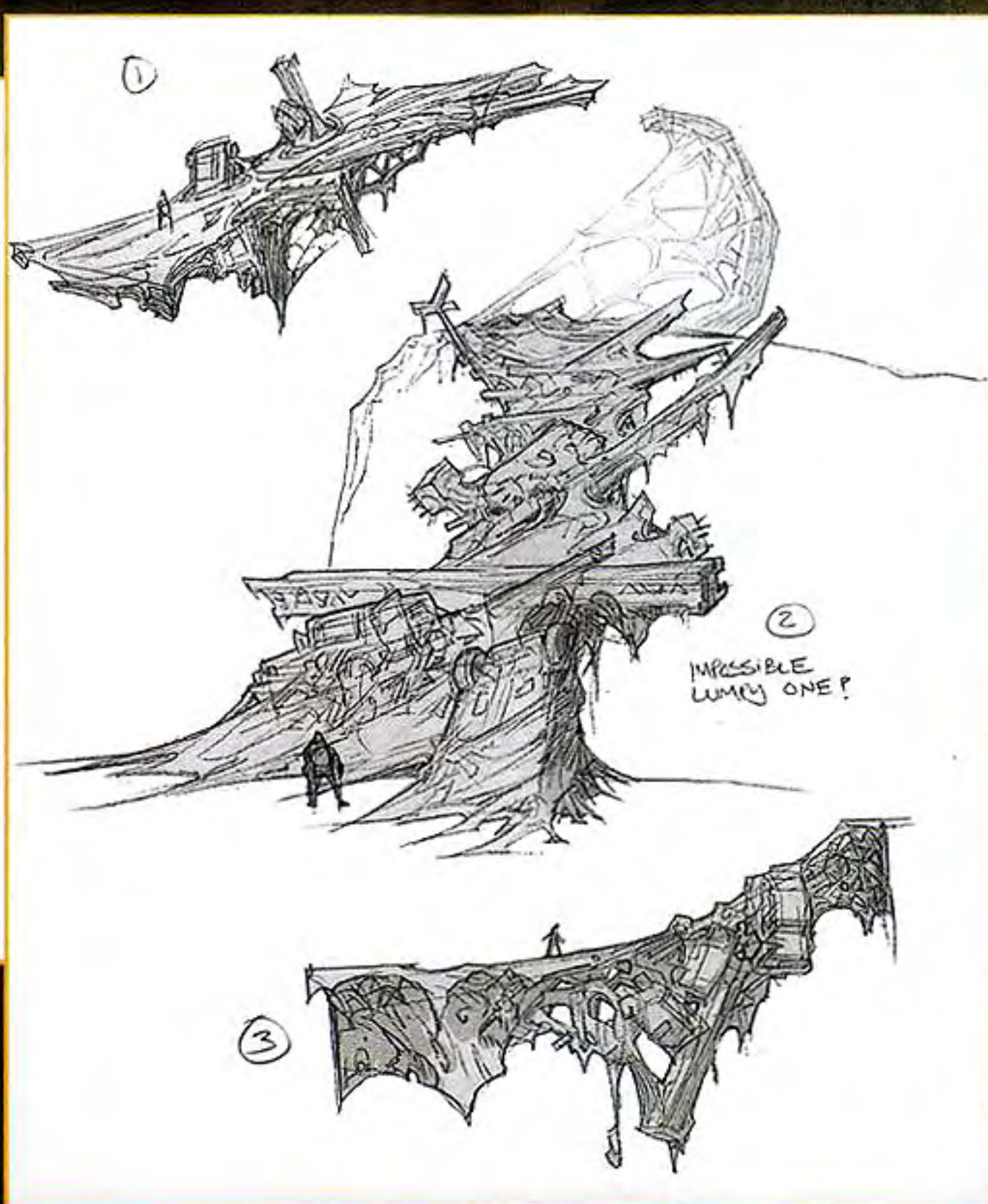


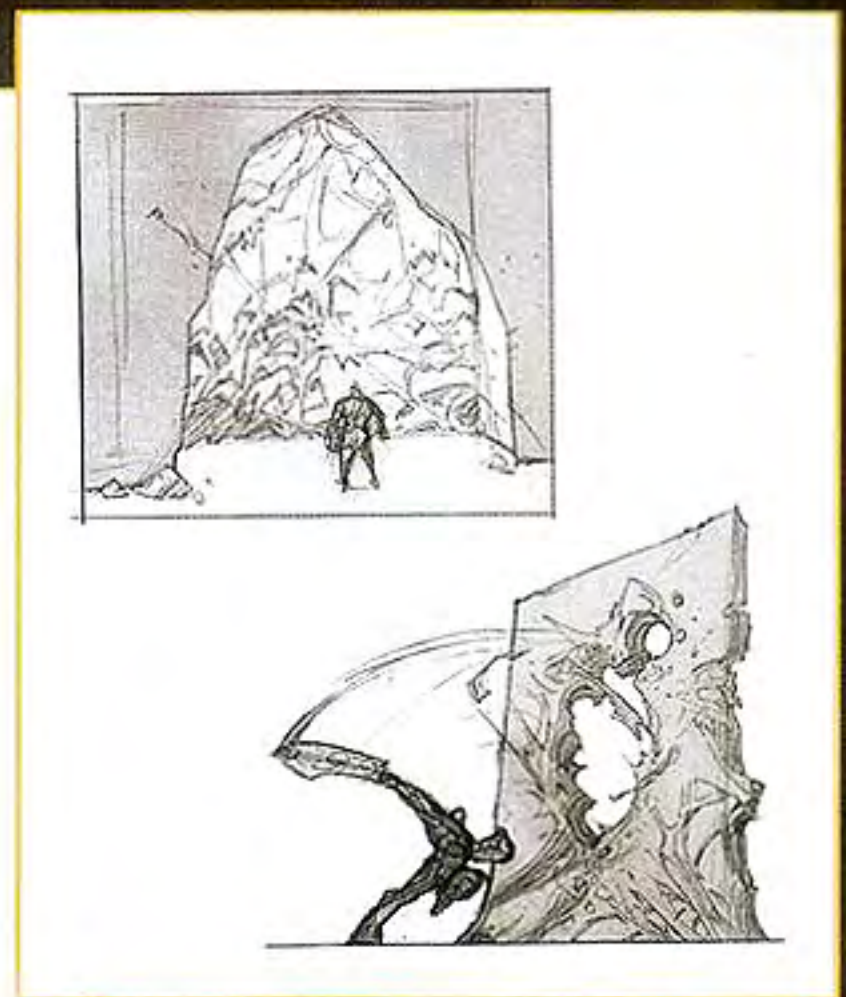
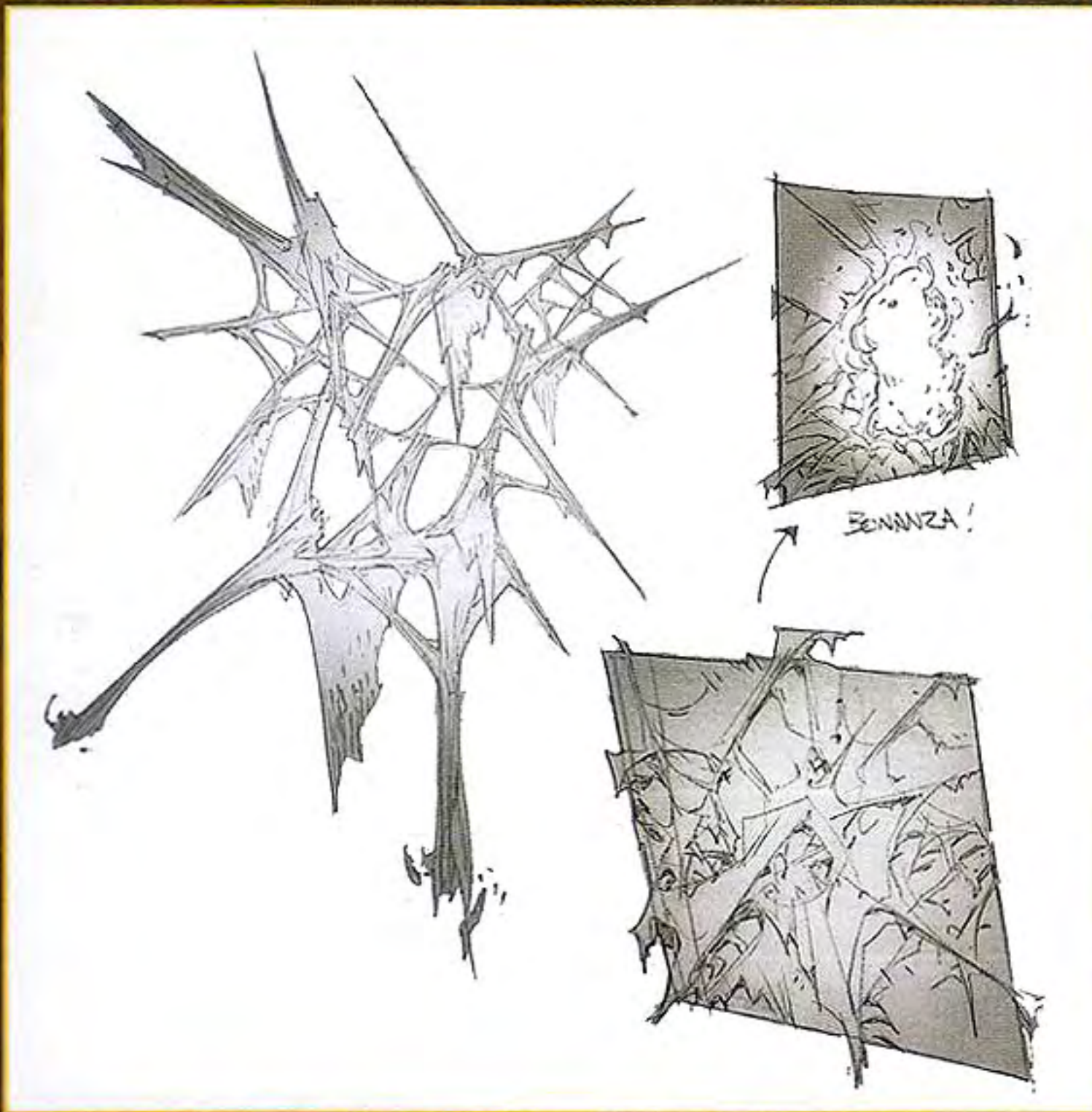


WEB CONCEPTS

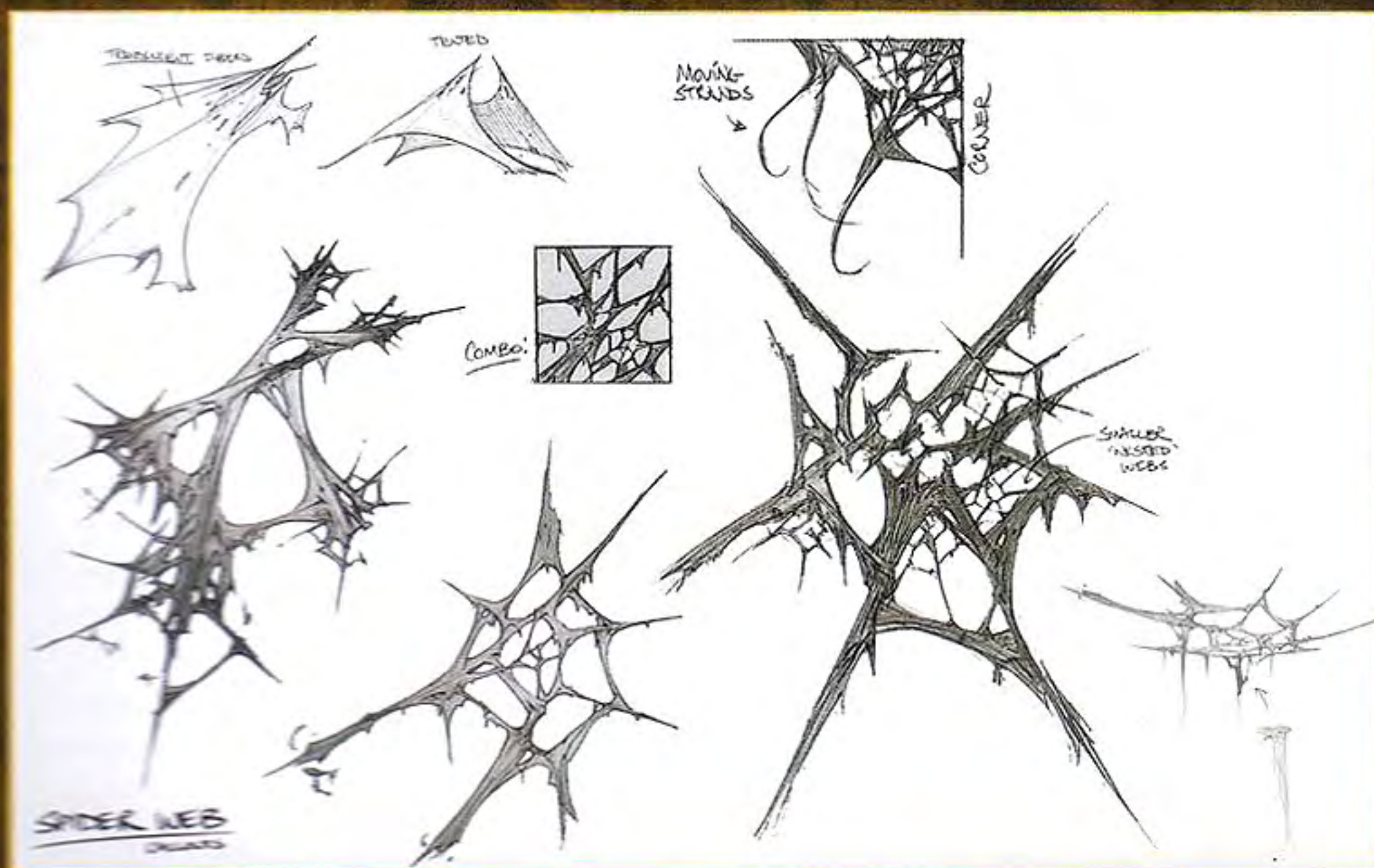


WEB CONCEPTS





WEB DOOR CONCEPTS



WEB CONCEPTS



EXTERIOR CONCEPT

INTERIOR CONCEPT



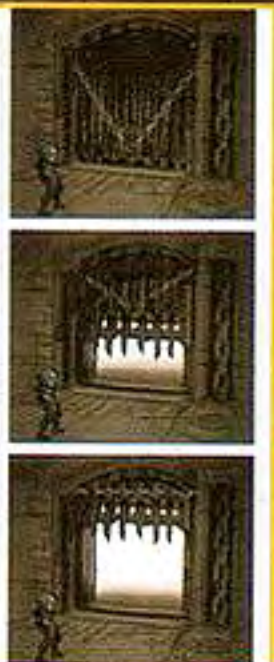
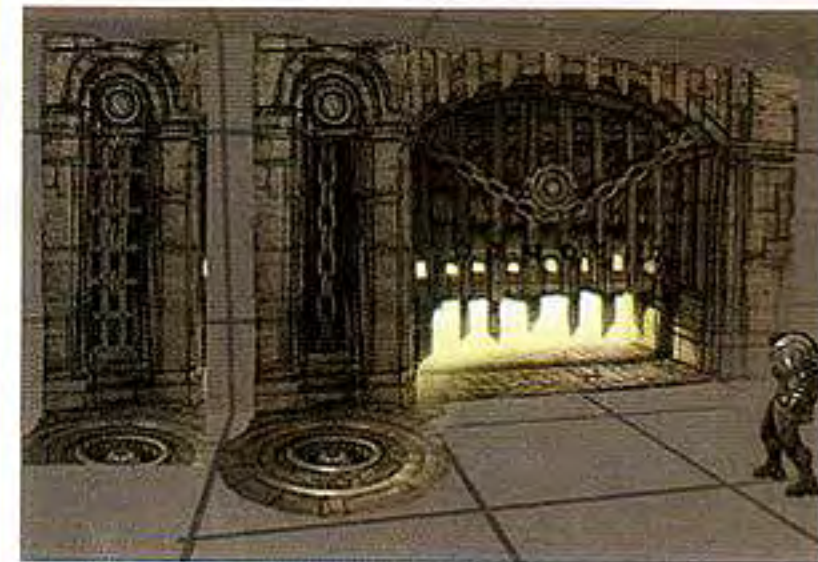
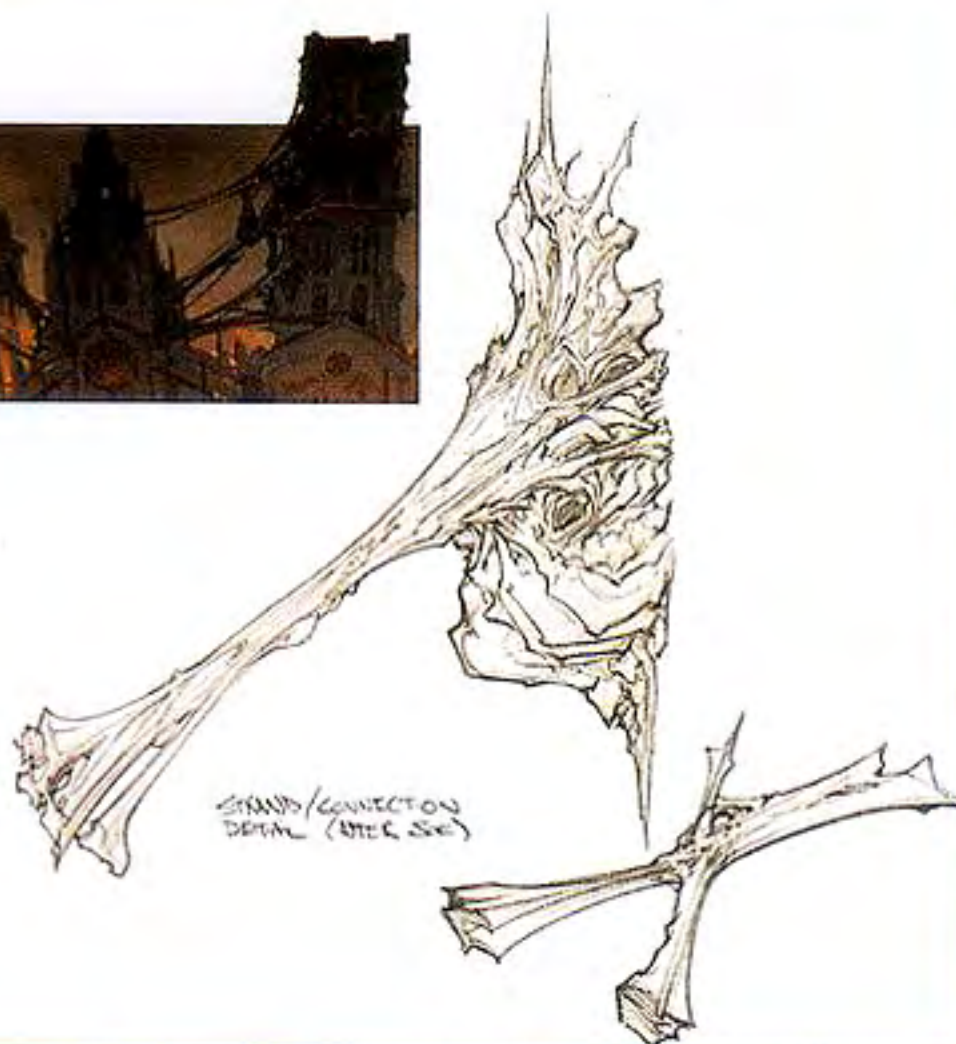
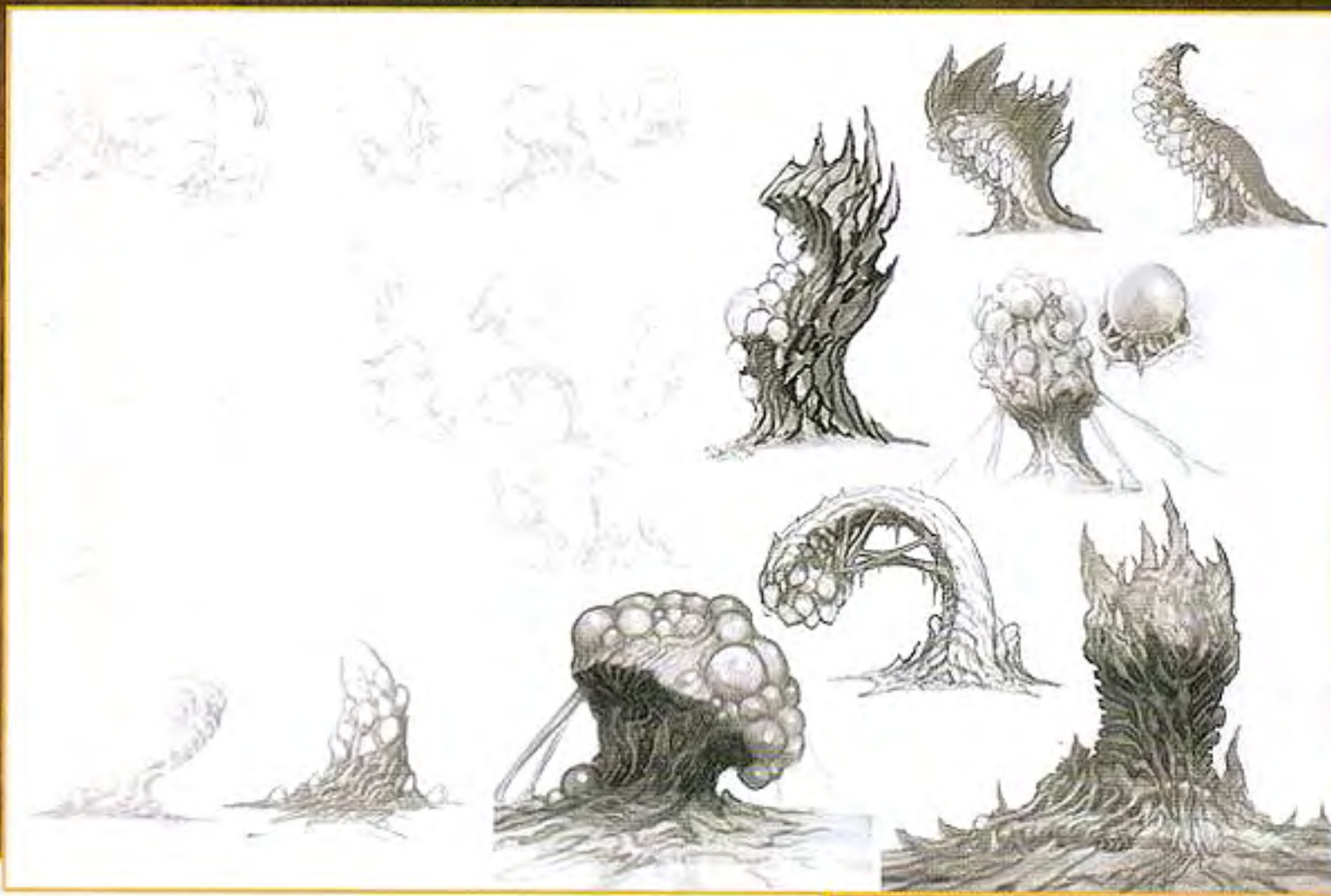
Twilight Cathedral

Within the sacred halls of churches, mankind once found refuge from the evils of the world. But, in the End of Days, even the houses of God were ground to dust. Only the Twilight Cathedral was left standing, and it has festered into something truly unholy.



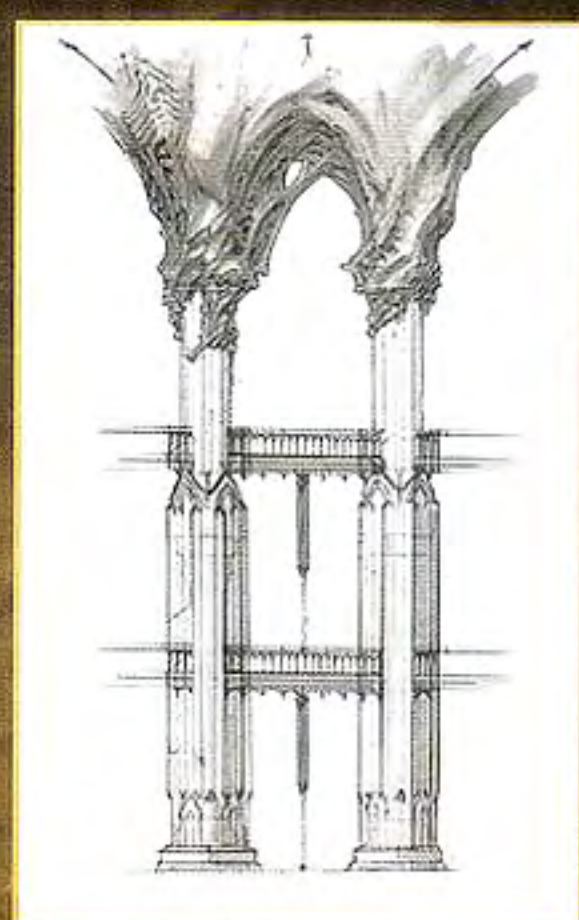
The cathedral has been claimed by the Bat Queen Tiamat. Its walls are stained with the blood of her prey, and hellfire boils through the stone floor. The tower teems with winged demons who worship their sadistic queen. The only hymns now heard in the Twilight Cathedral are the screams of the tormented.

BATGROWTH DEVELOPMENT SKETCHES



EXTERIOR CONCEPT

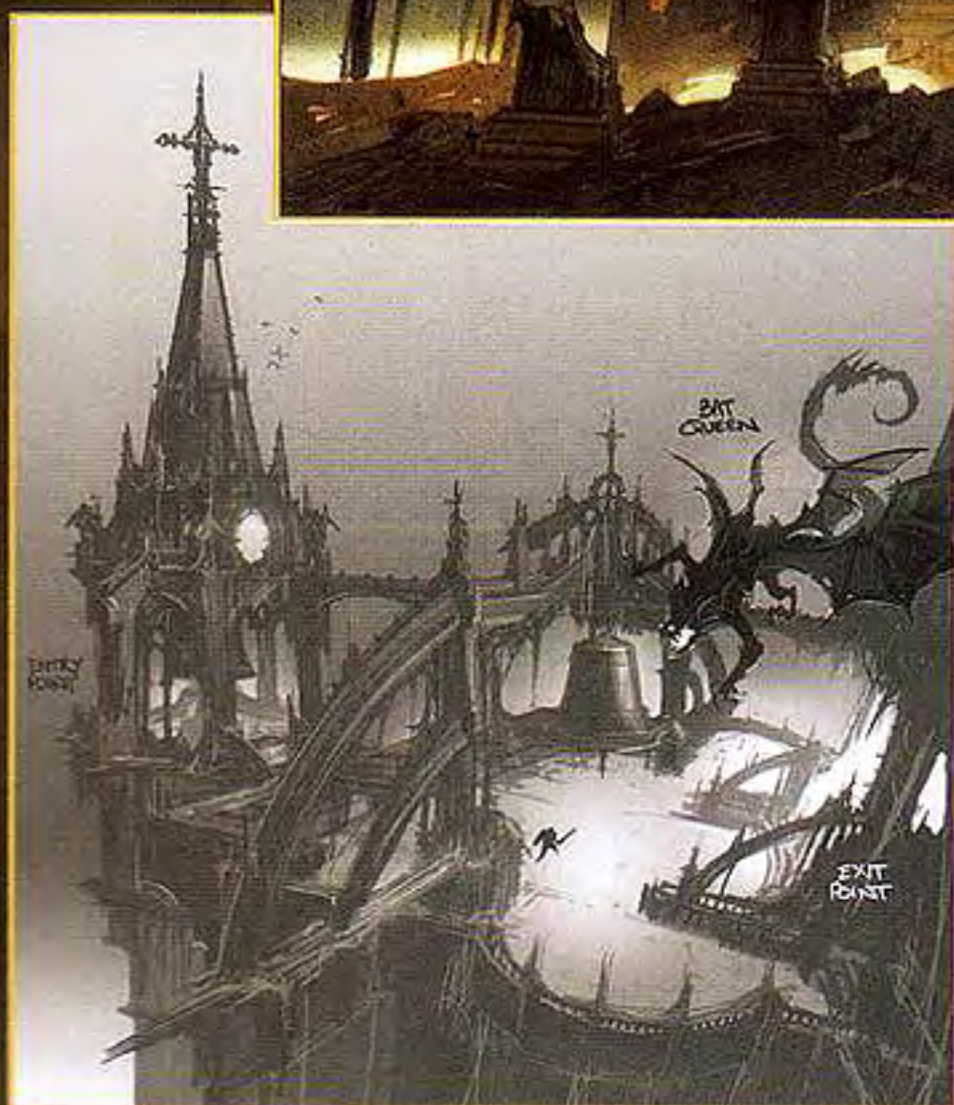
INTERIOR CONCEPTS



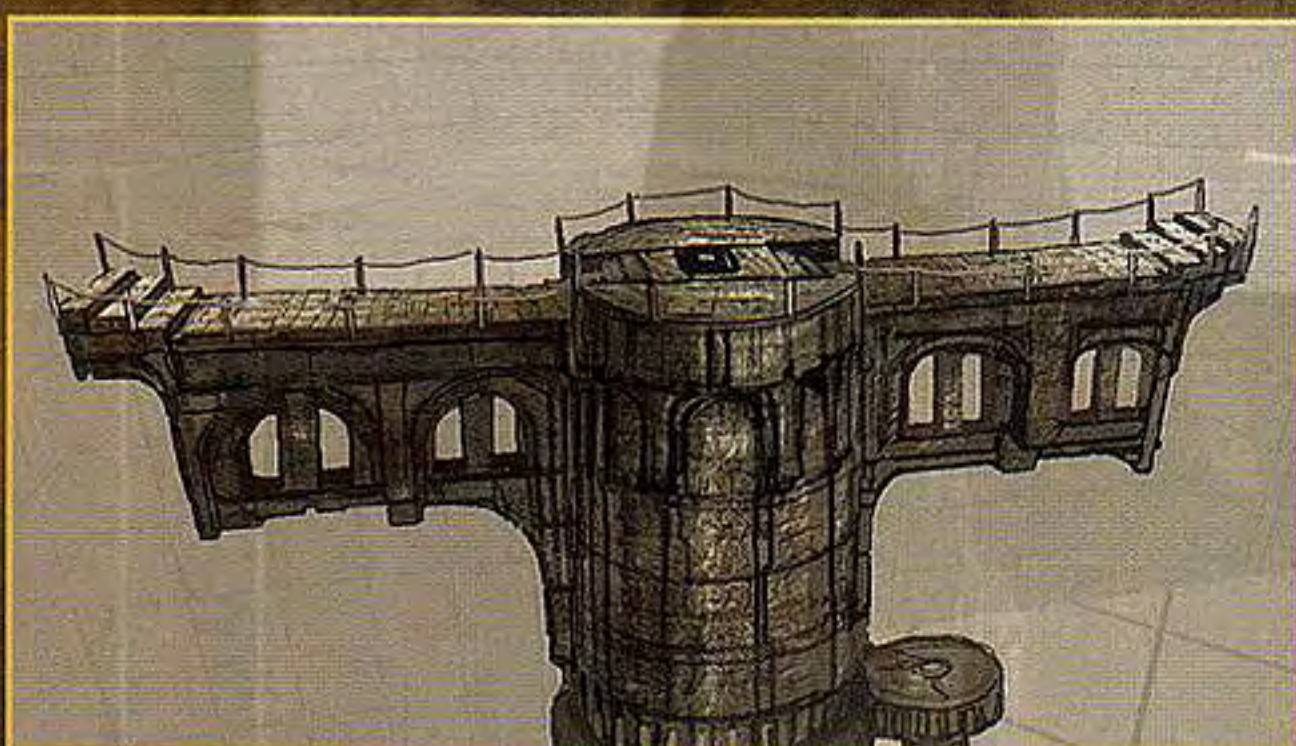
COLUMN CONCEPTS



MAIN ROOM CONCEPT



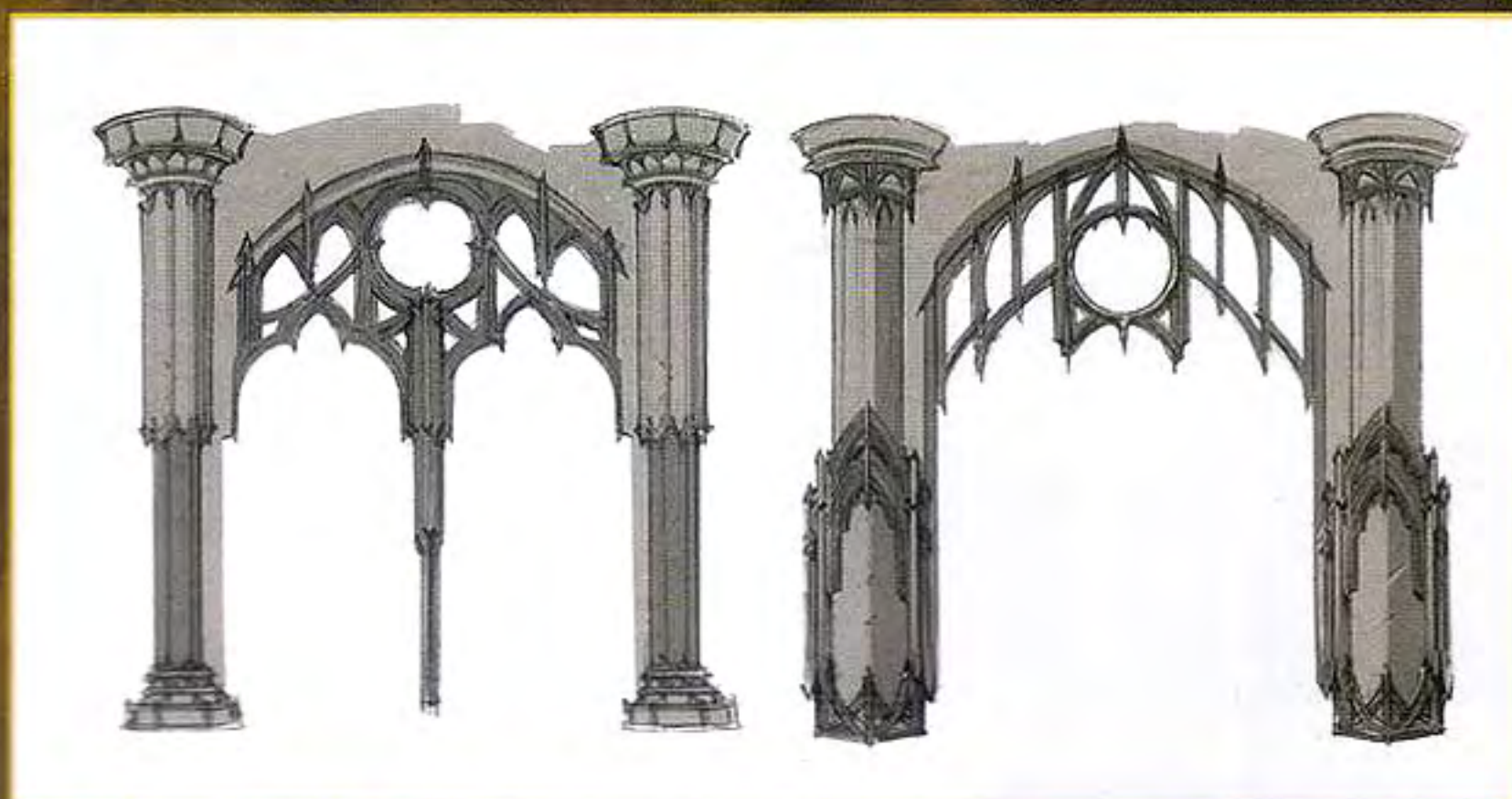
LOCATION CONCEPT



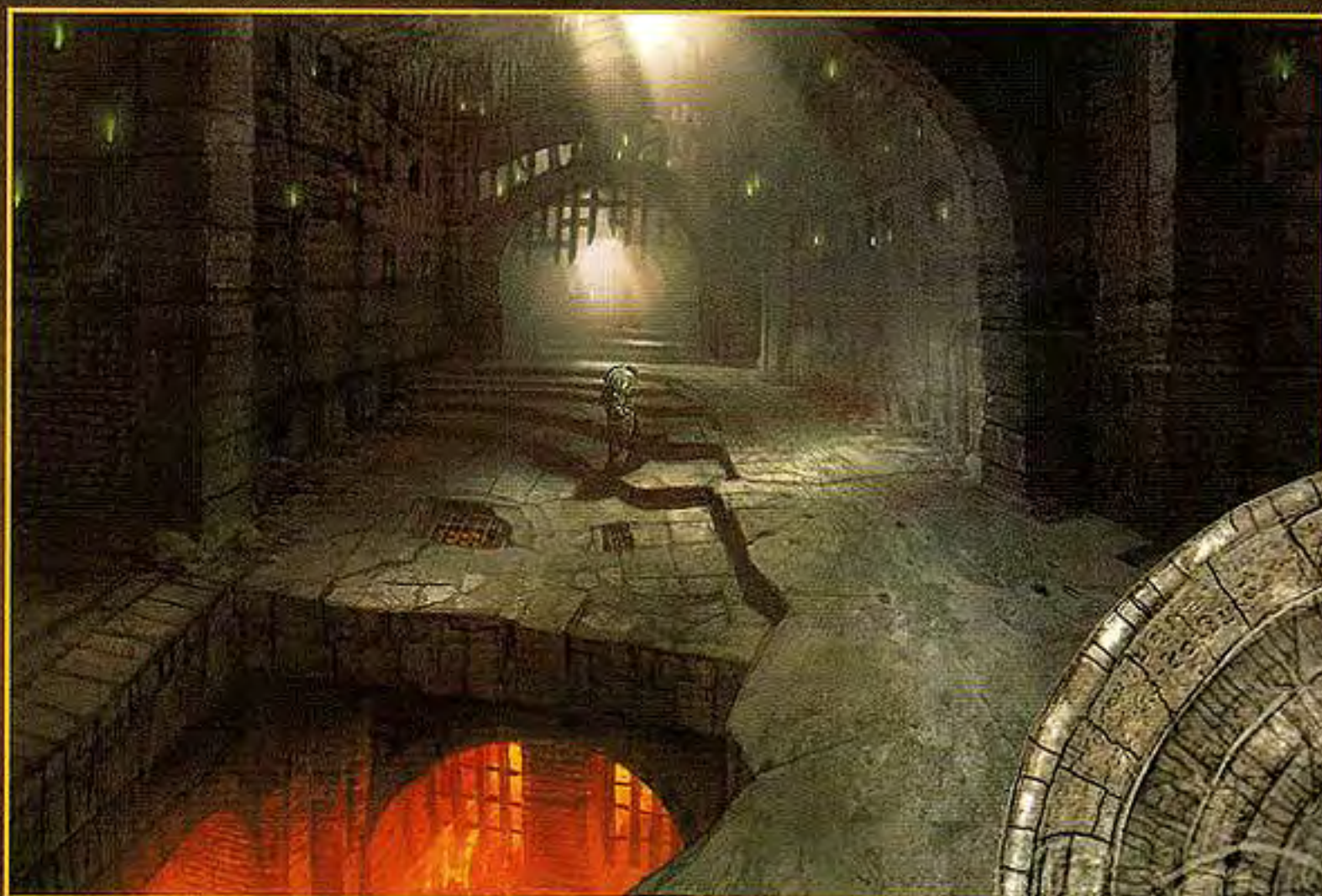
BRIDGE CONCEPT



CATACOMBS ENTRY CONCEPTS



ARCH DESIGNS



CORRIDOR CONCEPT



VISTA ROOM
CONCEPT



FLOOR BREAKER CONCEPT



LIFT ROOM CONCEPTS



LIFT ROOM CONCEPT



CATHEDRAL
CEILING CONCEPT



BATGROWTH CONCEPT

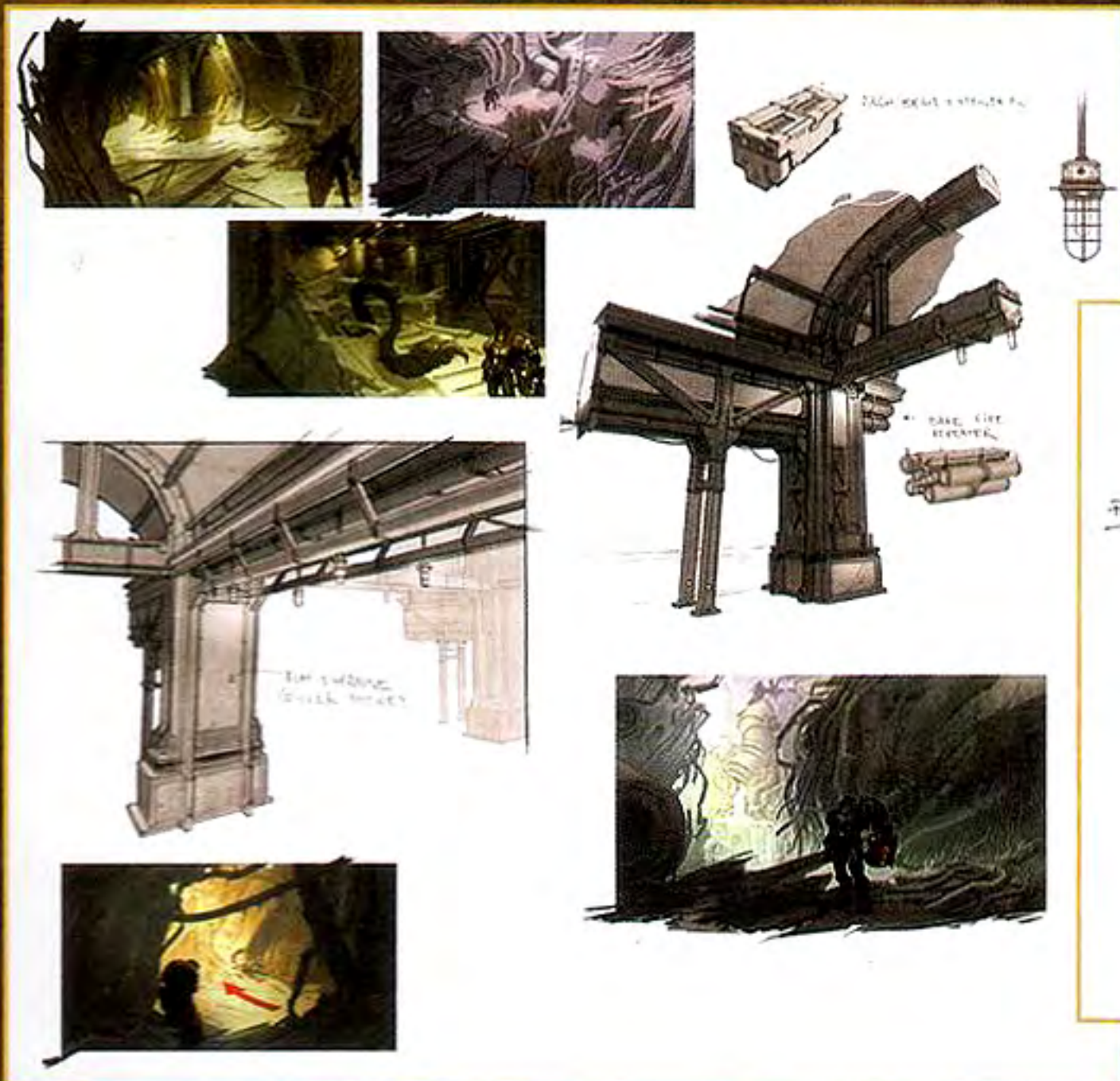
Eden



EDEN CONCEPT



SUBWAY STATION



PIPE DESIGNS

SUBWAY DESIGNS

The Hollow

A century ago, before the last breath of humanity was drawn, the subway teemed with activity. Countless souls passed through the dark tunnels, unaware that their world was nearing its end.

The savage tremors of the Apocalypse twisted the subway's tracks into knots, and the seas reclaimed the passageways. Now the subway stands as a watery grave for the city's last travelers. Drawn by the musk of death, the lowly vermin of Hell scurried through the corridors. I call this place The Hollow, for reasons of my own.

INTERIOR CONCEPTS





TUNNEL CONCEPT

Ashlands

On the outskirts of the city there is a desolate wasteland where the remains of charred buildings and scorched bones are blown into dunes. These are the Ashlands, where the air is thick with death and the ground littered with decay. I have heard the demons speak of titanic beasts that lurk below the surface of this wasteland. They also speak of a vast arena that rises above the Ashland's cinders, where some manner of twisted blood-sport is enjoyed by the servants of Darkness.

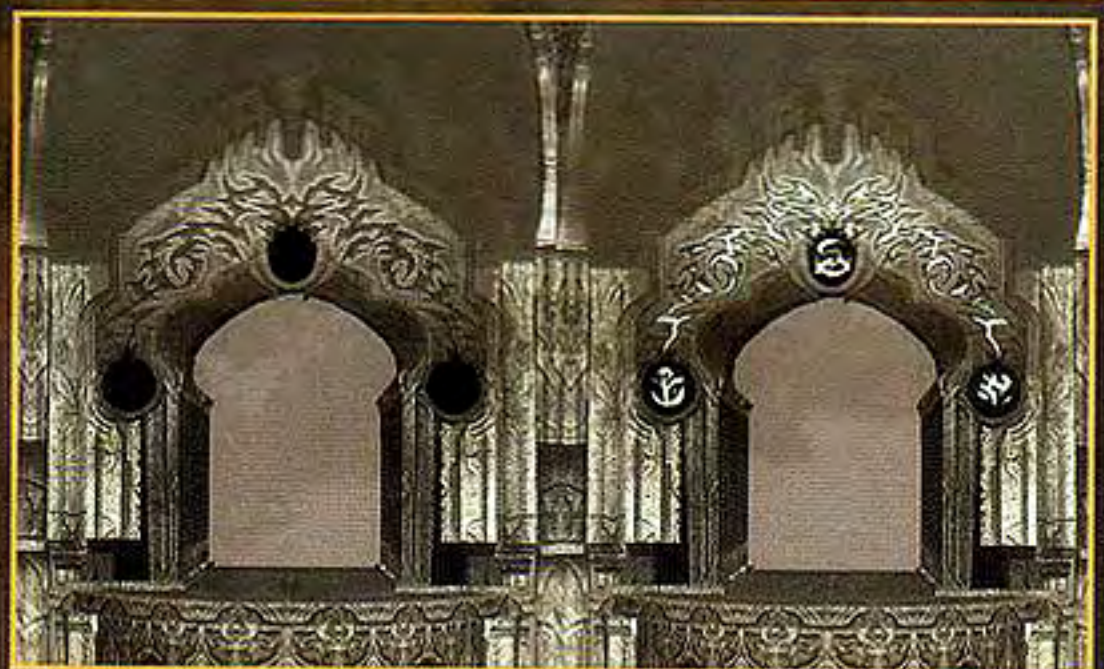
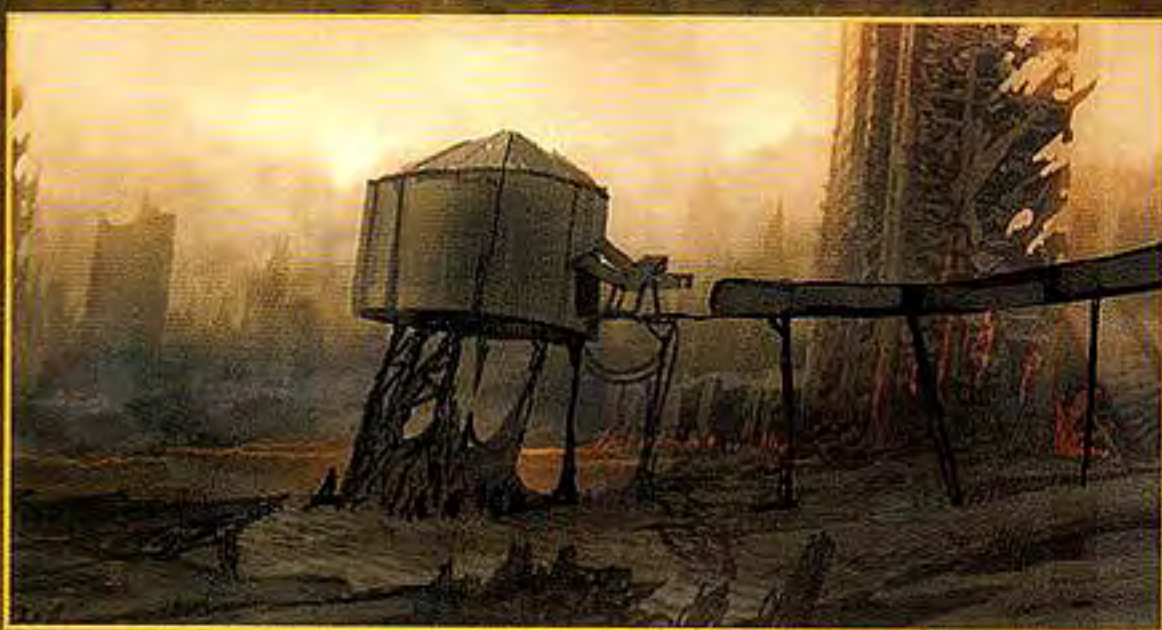
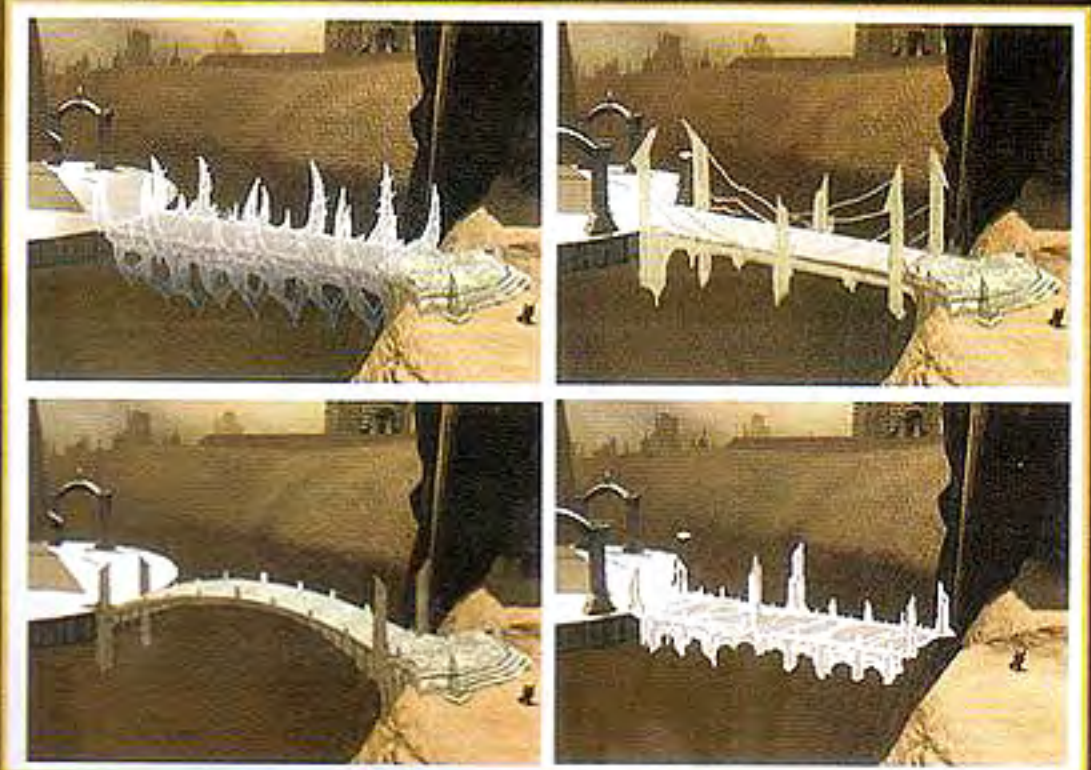
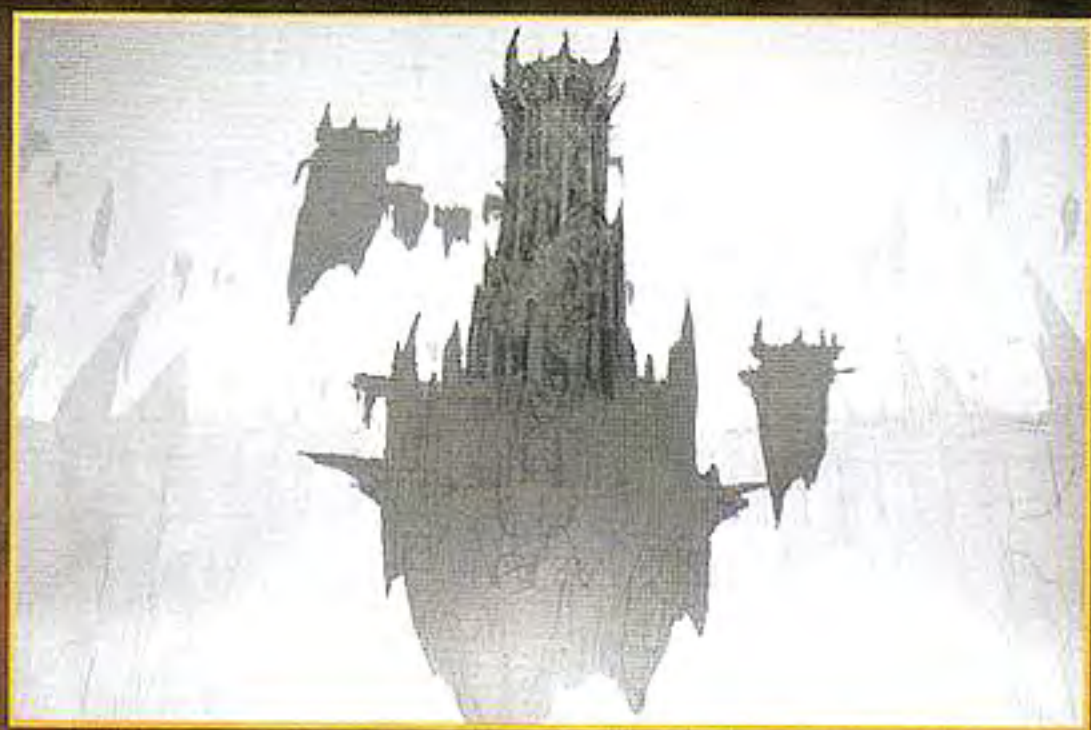
When I look upon the Ashlands I see only a curtain of soot, swirling and black, like ink spilled in churning water. I do not need demons to tell me that only evil lurks in those sinister dunes.



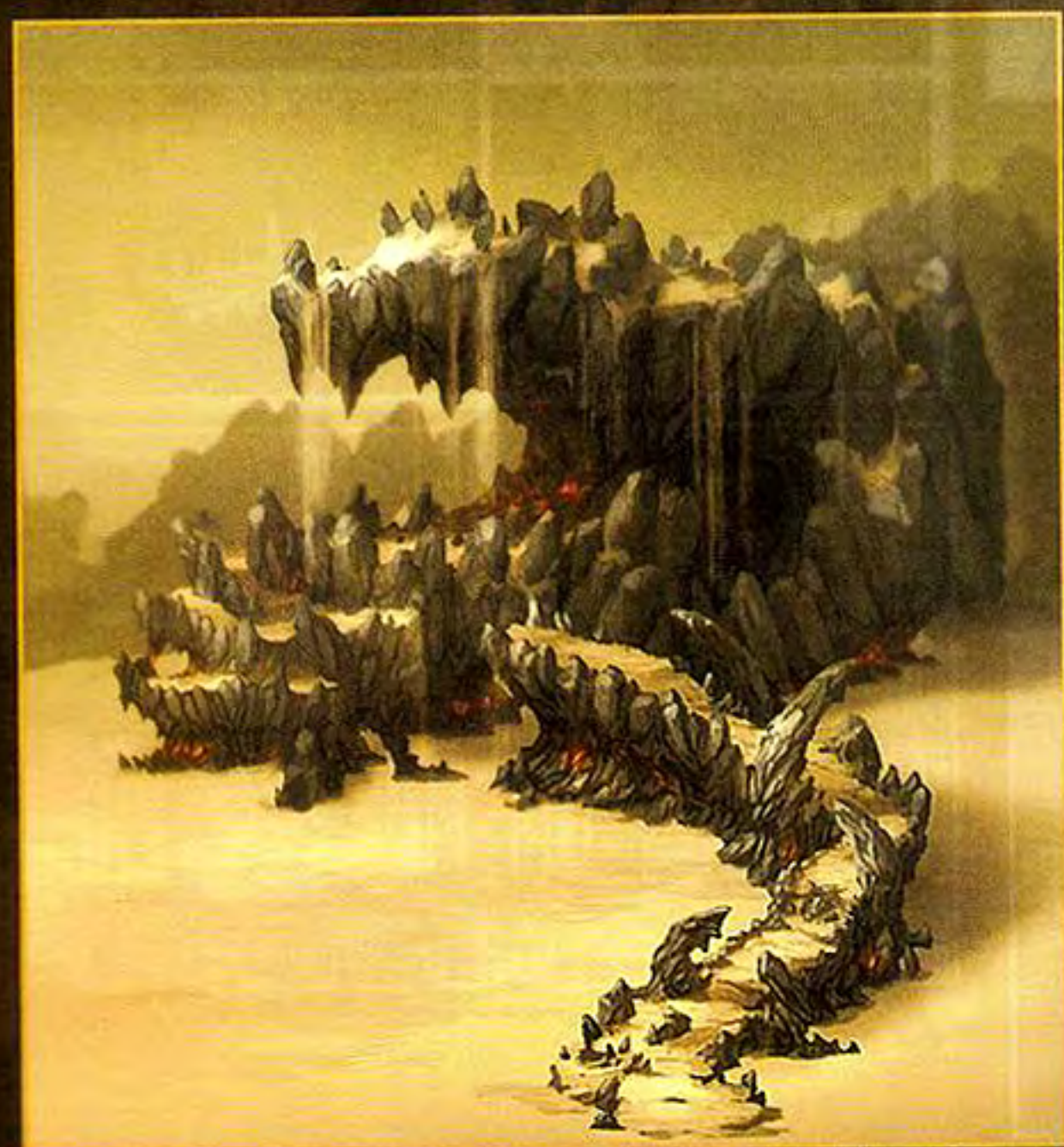
ASHLANDS CONCEPT



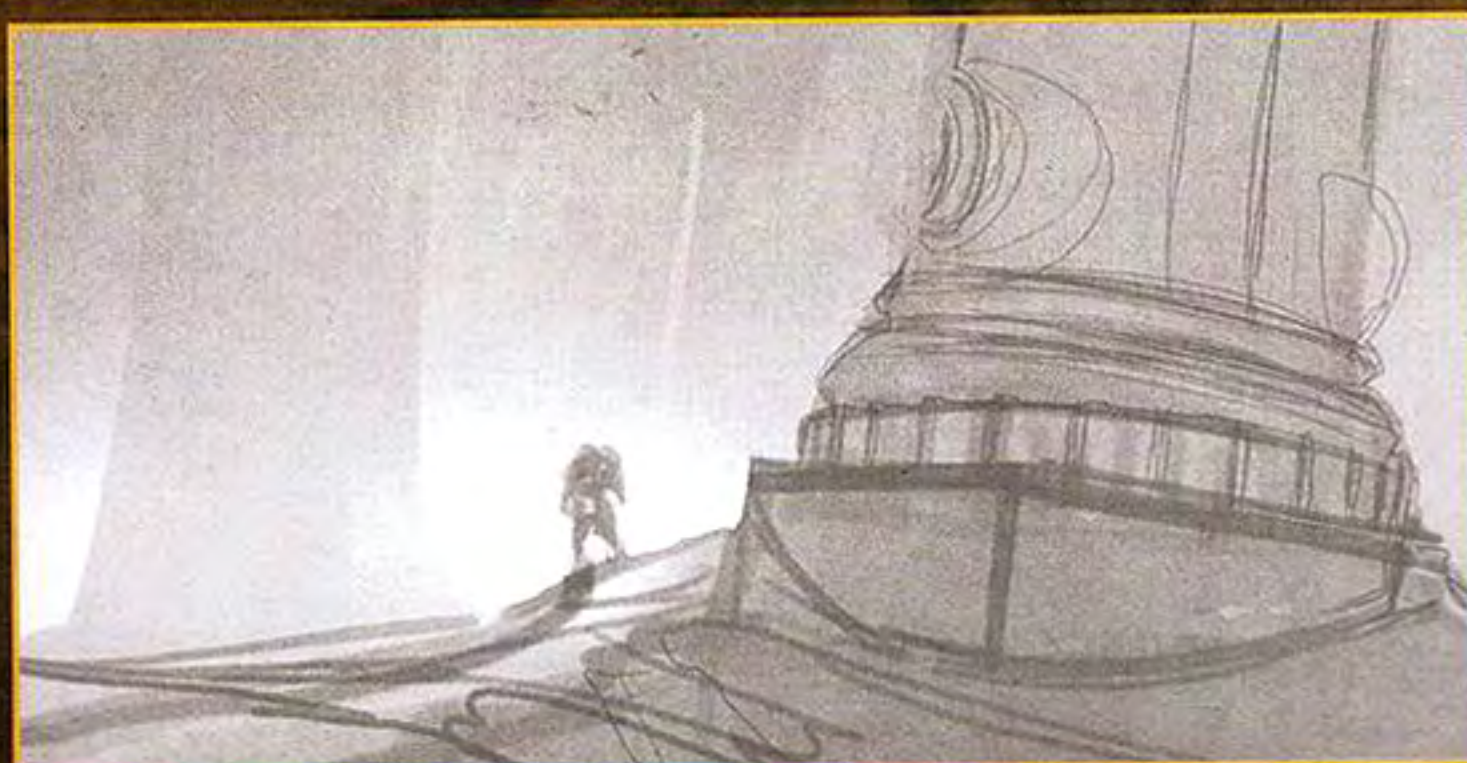
SOULBRIDGE DESIGNS



ASHLANDS CONCEPTS

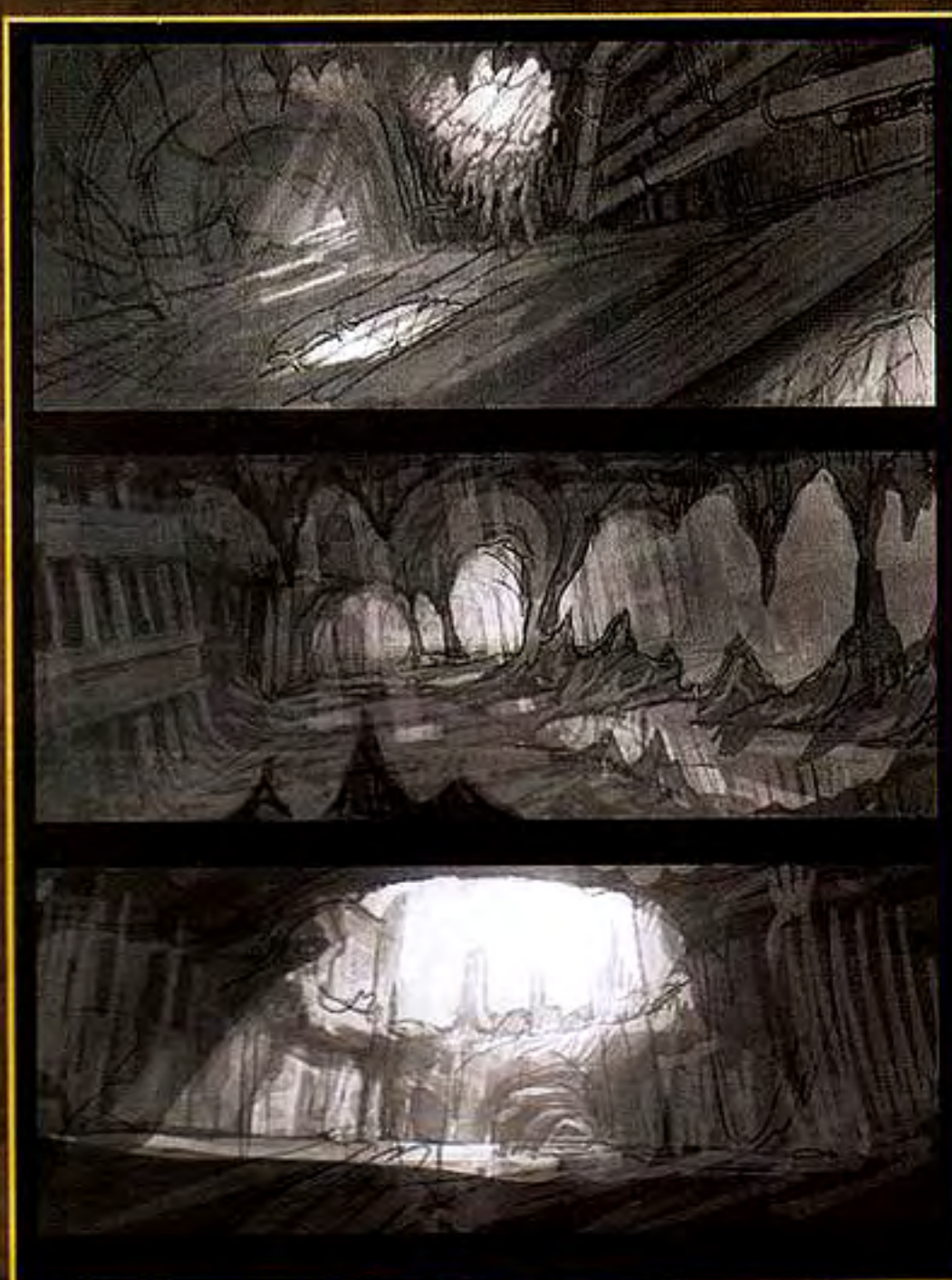


ASHLANDS CONCEPTS





ASHLANDS CONCEPTS



ASHLANDS CONCEPTS



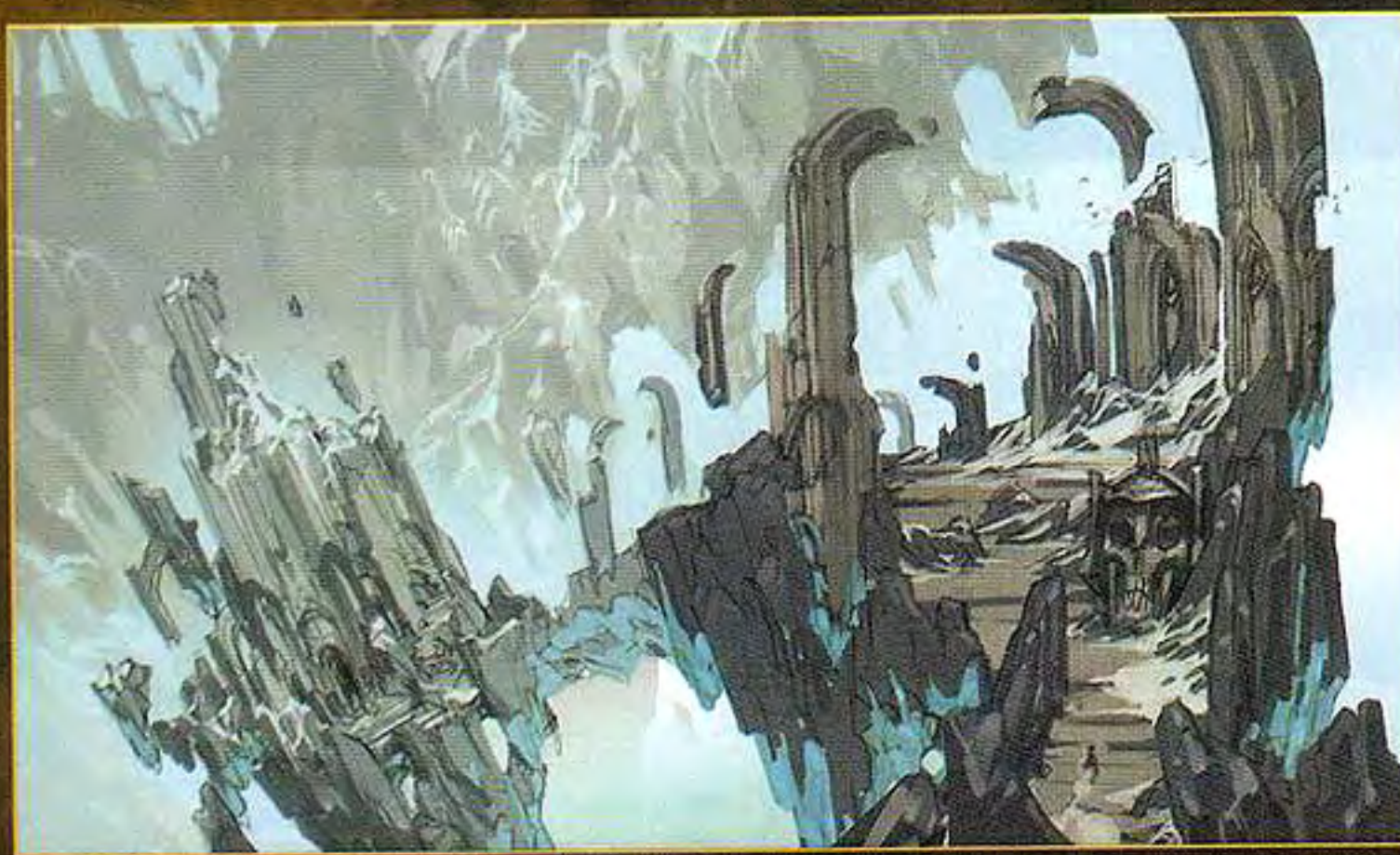
ASHLANDS CONCEPTS



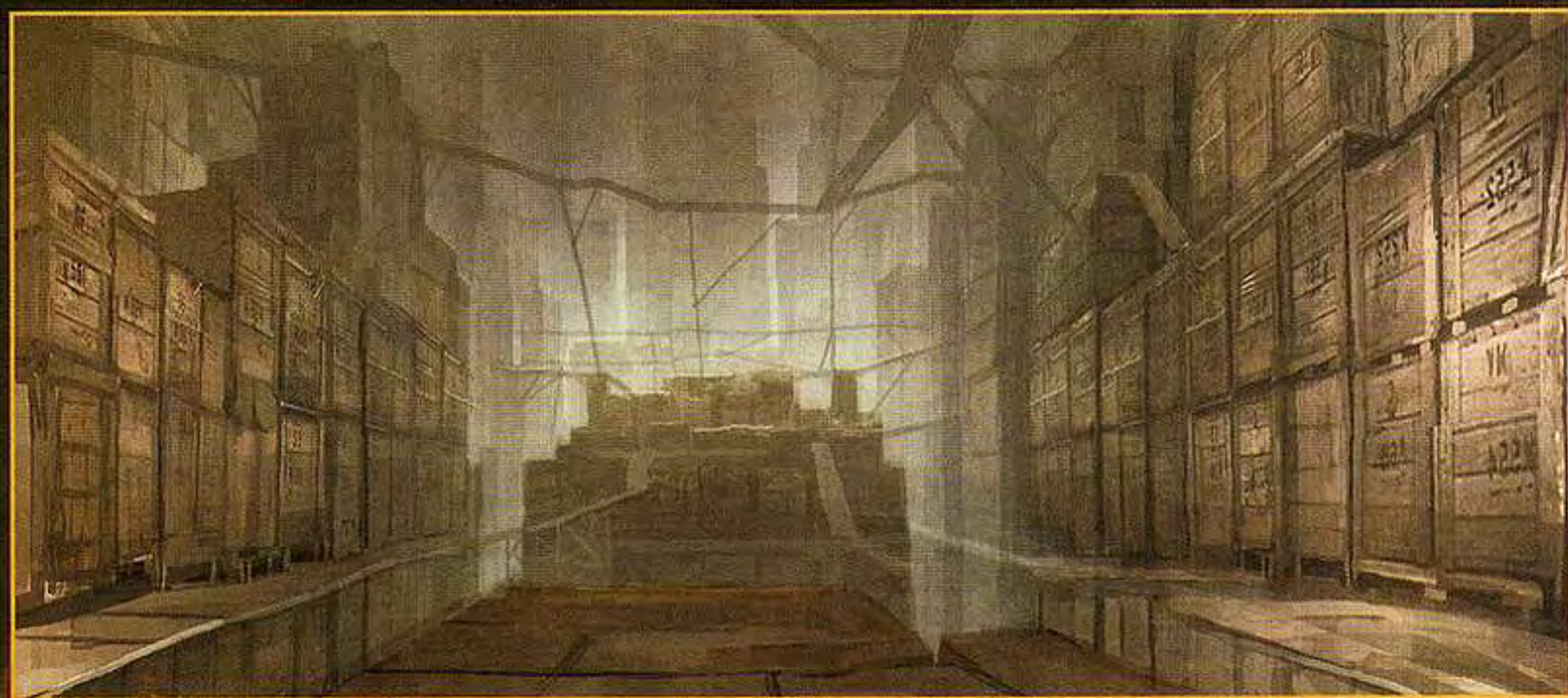
ASHLANDS CONCEPTS



ASHLANDS CONCEPTS



ASHLANDS
CONCEPTS



COLLECTOR INTERIOR CONCEPTS



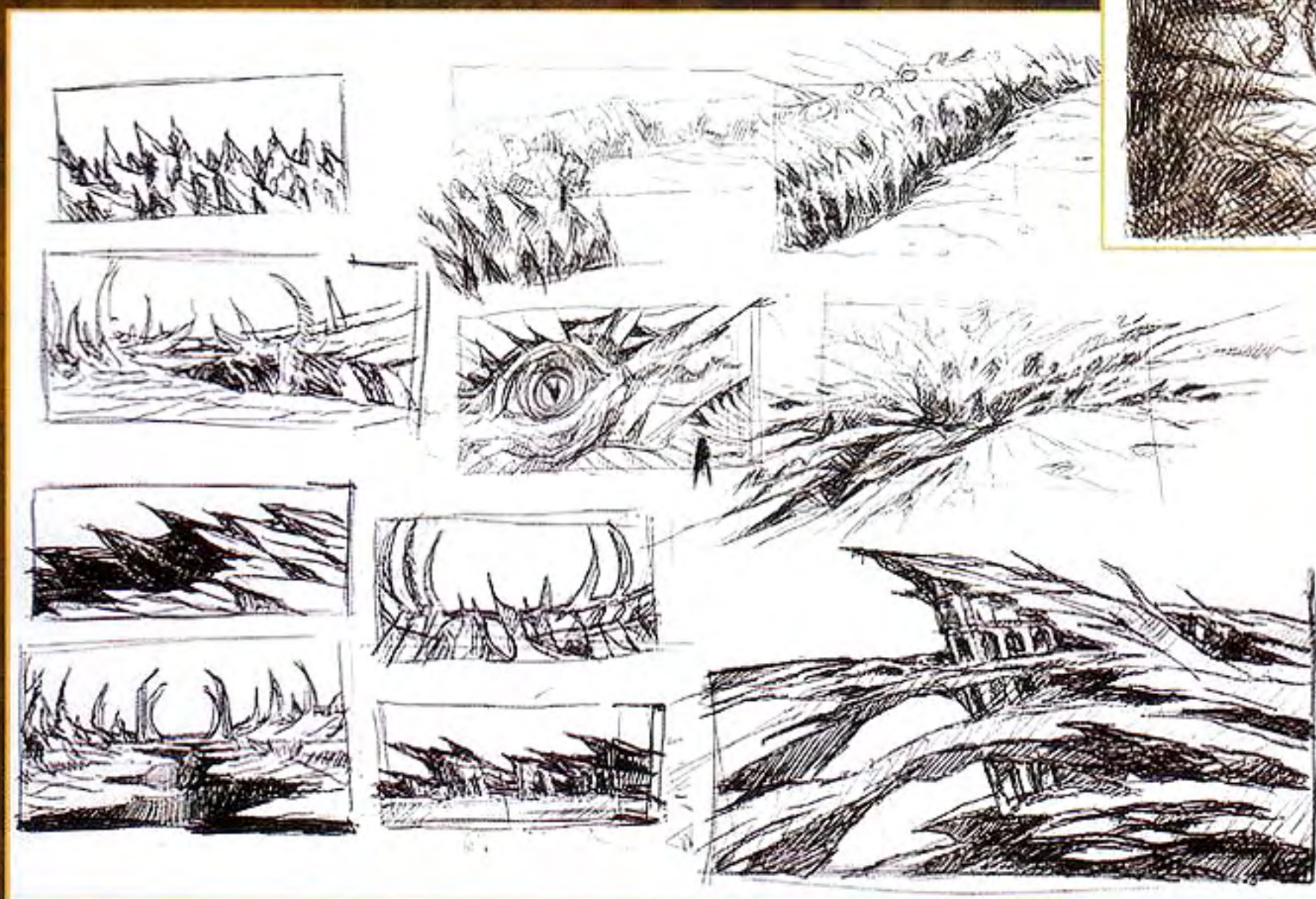
ASHLANDS CONCEPT



ASHLANDS
CONCEPTS

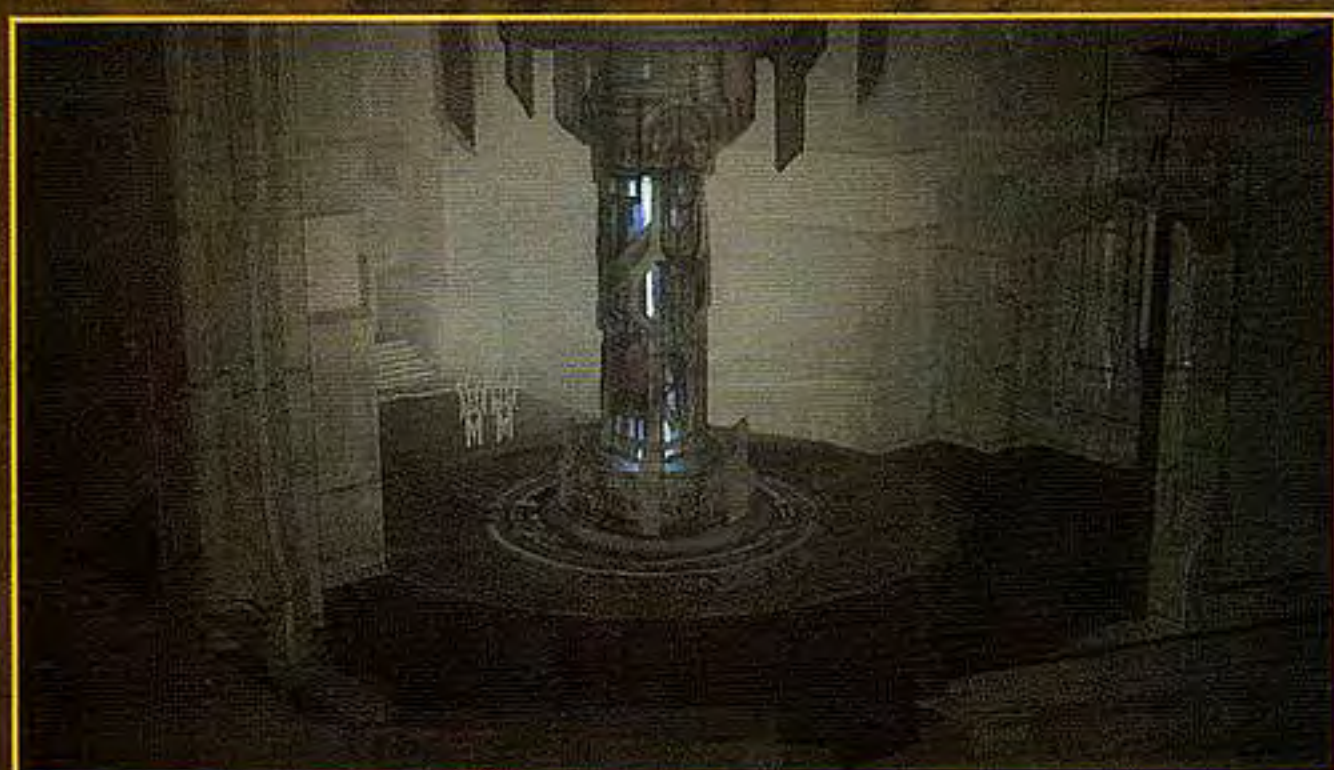


ASHLANDS
FORMS





ropes surrounding sword platform as stairs were



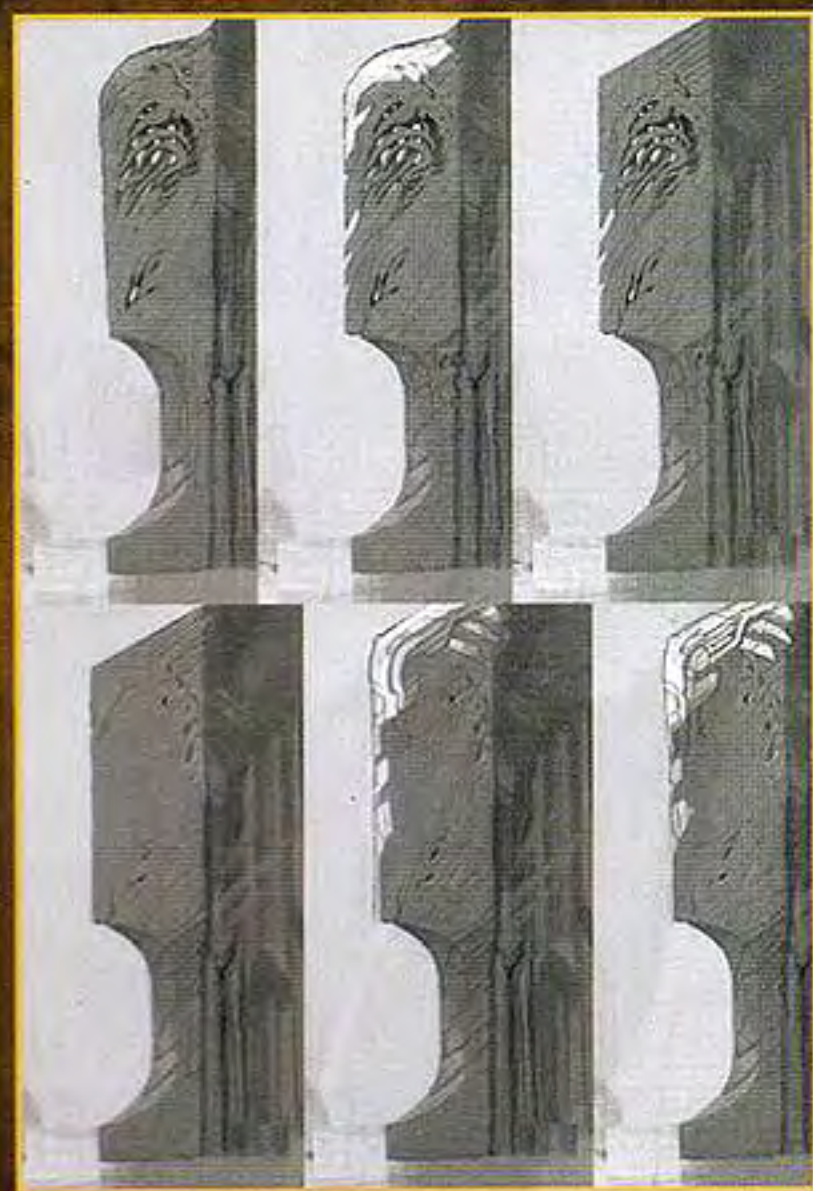
WELL OF SOULS CONCEPTS



Well of Souls



WELL OF SOULS CONCEPTS



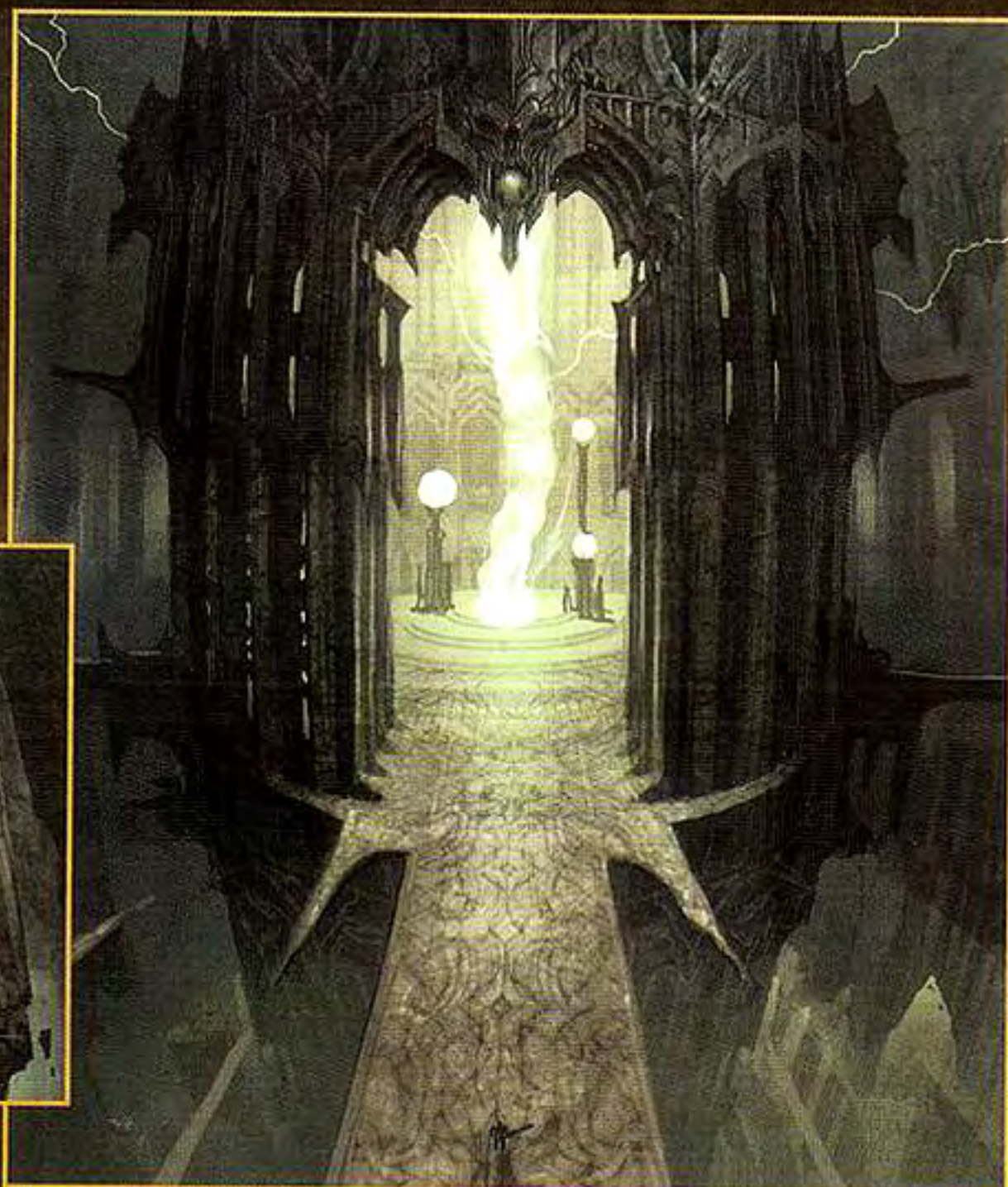
COLUMN
CONCEPTS



The Black Throne



ENTRANCE CONCEPT



SHAFT CONCEPT



TOWER CONCEPT



PIT CONCEPTS

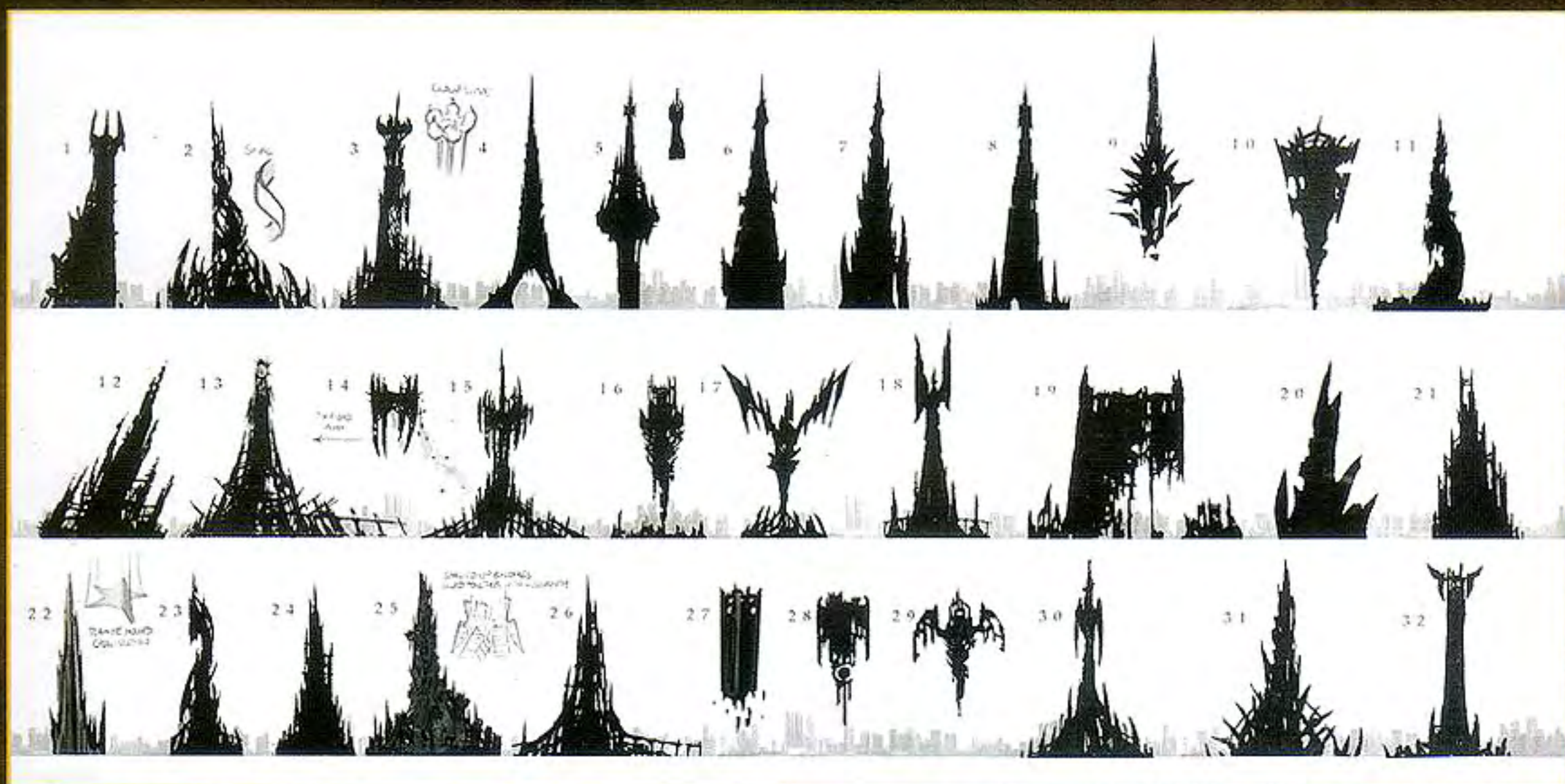
Rooted above a gaping wound cut deep into the earth, The Black Throne stands as both a stronghold of Hell's power and a symbol of the Dark One's victory. It rises high above the broken city, obsidian-colored brick stretching into unholy flame, a never-ending inferno reflecting but a fraction of the Destroyer's might.



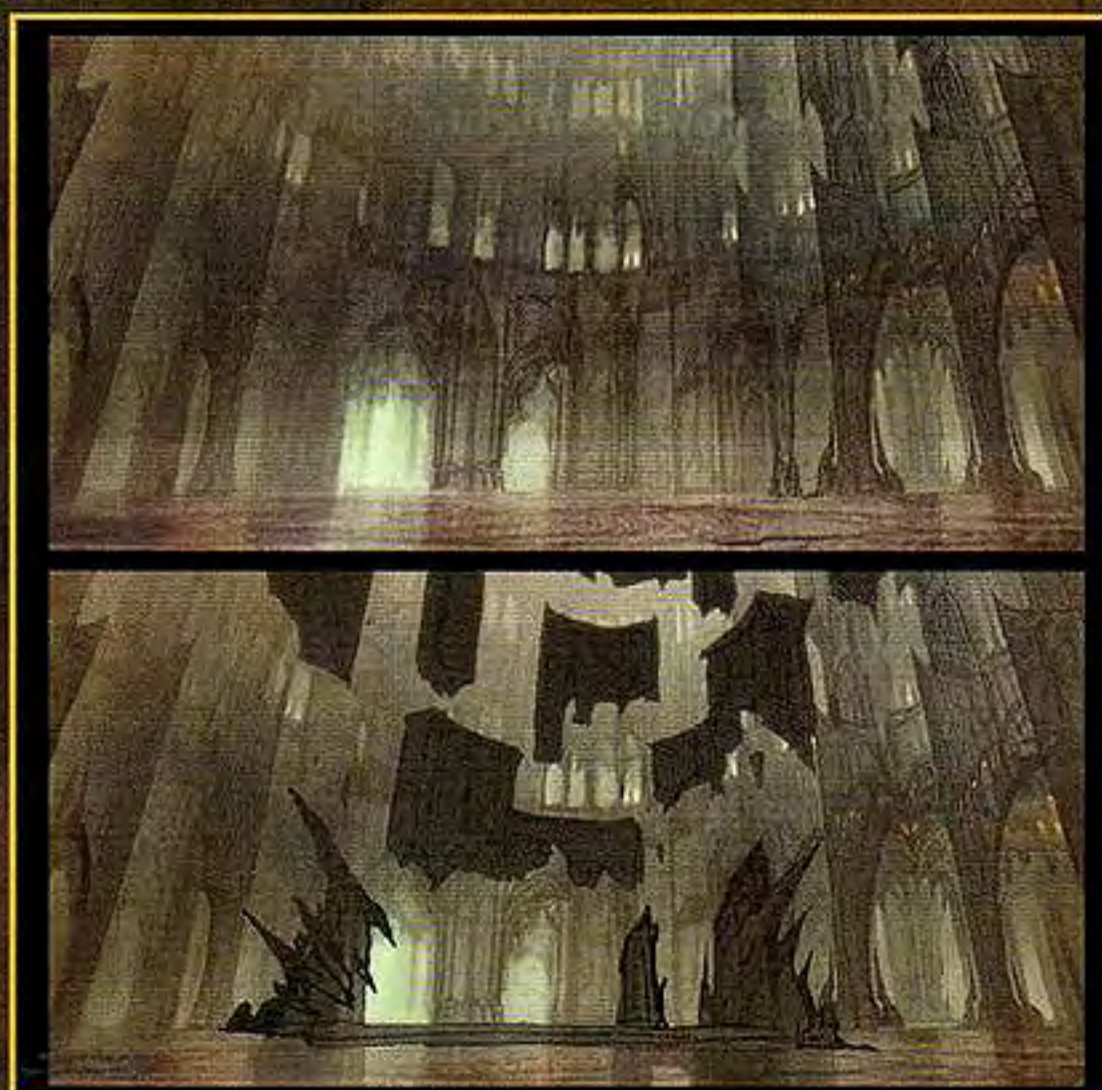
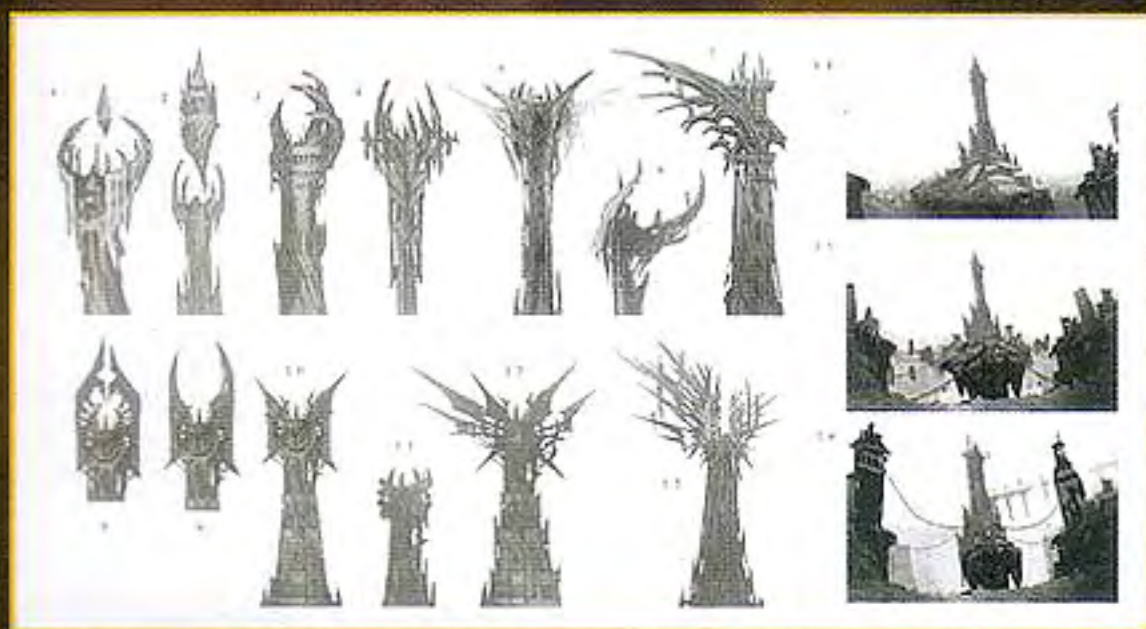
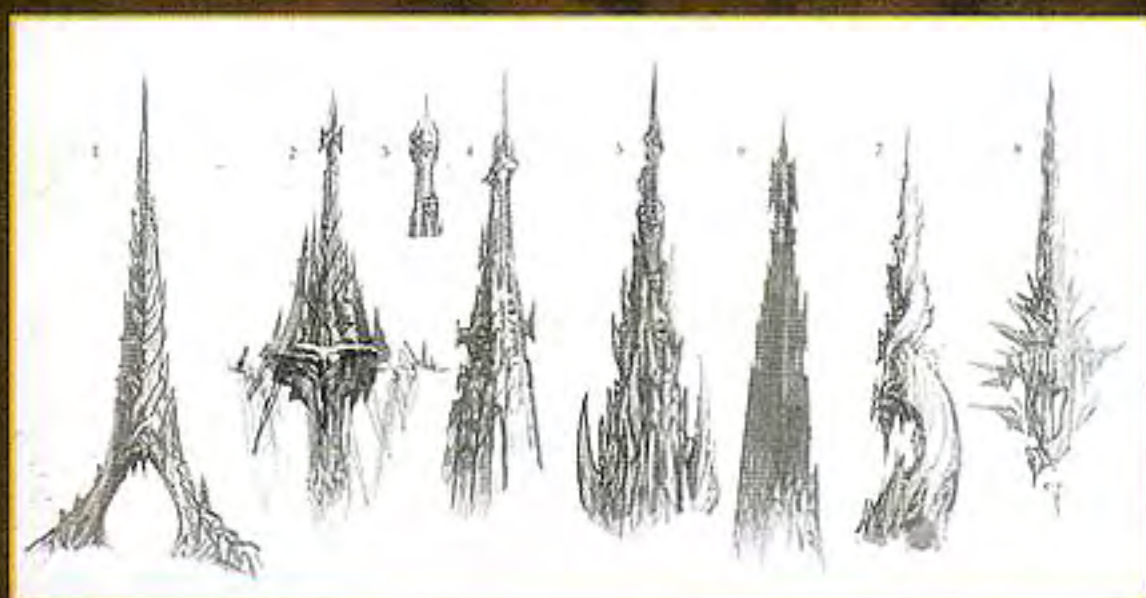
Those who do not bow before
the monolith are broken.
I know this all too well.



TOWER CONCEPT



DEVELOPMENT SKETCHES

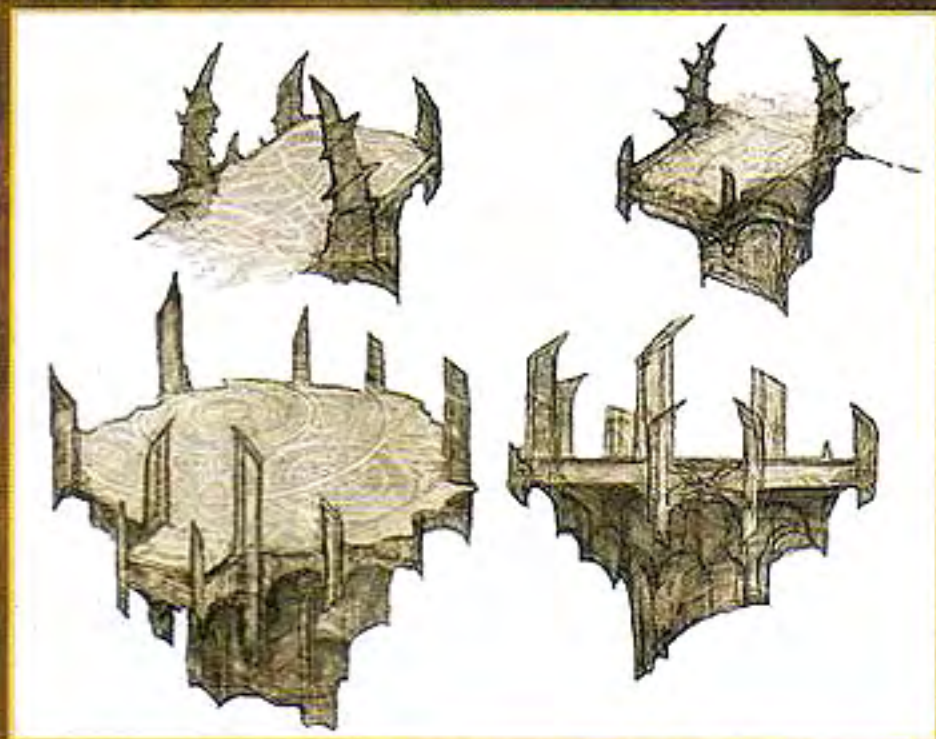


TOWER
INTERIORS

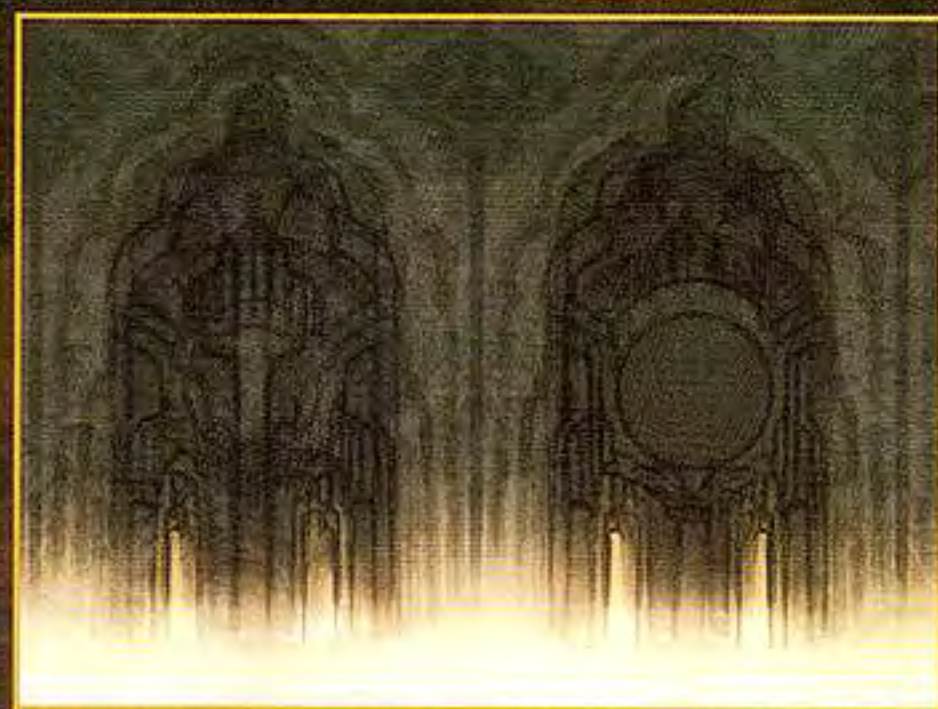


TOWER
CONCEPT

PLATFORM SKETCHES



TOWER CONCEPTS



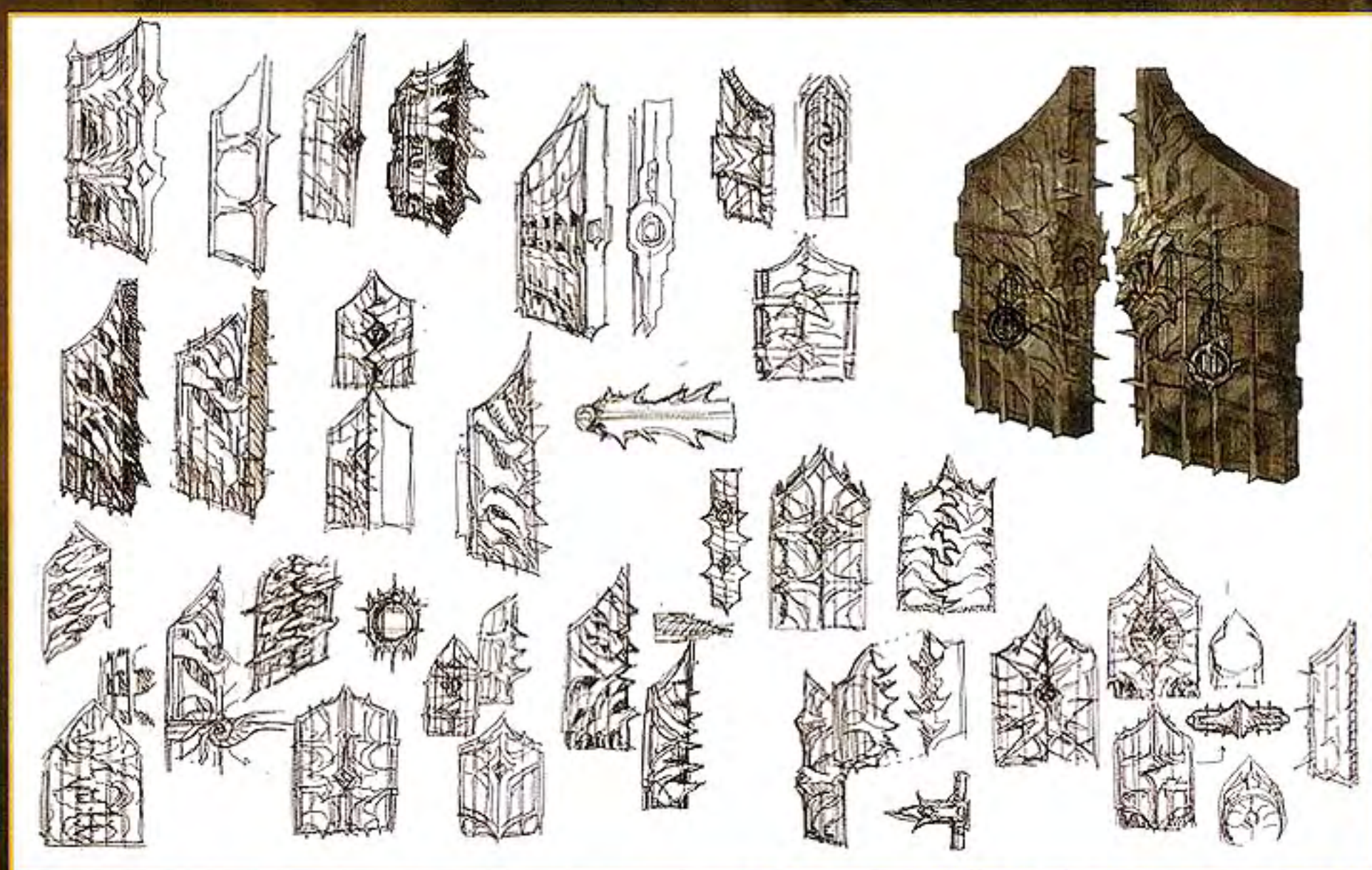
BOSS FIGHT CONCEPTS



DOOR DESIGNS



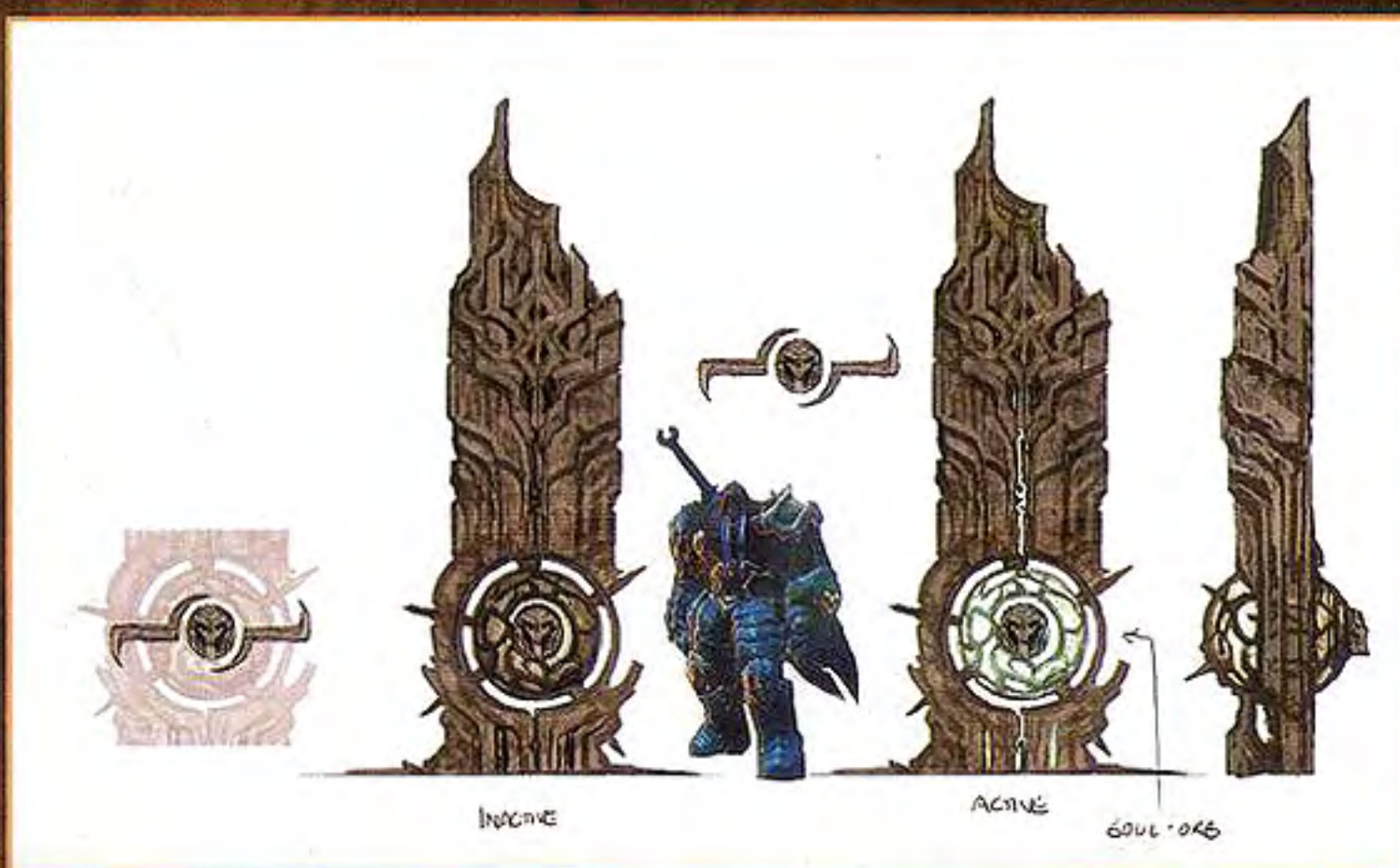
DOOR DESIGNS



DOOR DEVELOPMENT SKETCHES



LIGHT DESIGNS



SWITCH DESIGNS



GOO CONCEPTS



FLOATING PILLAR

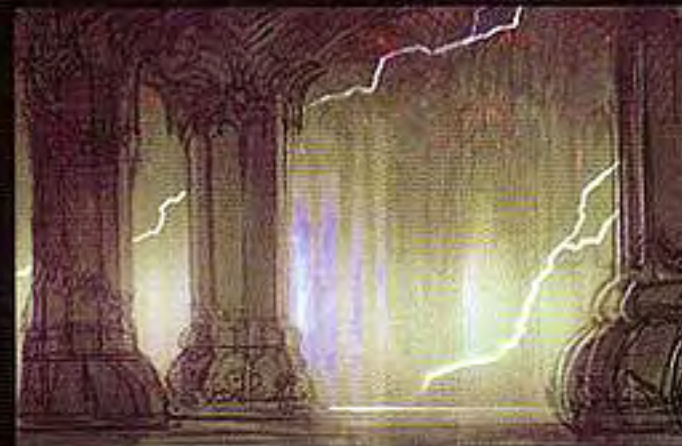
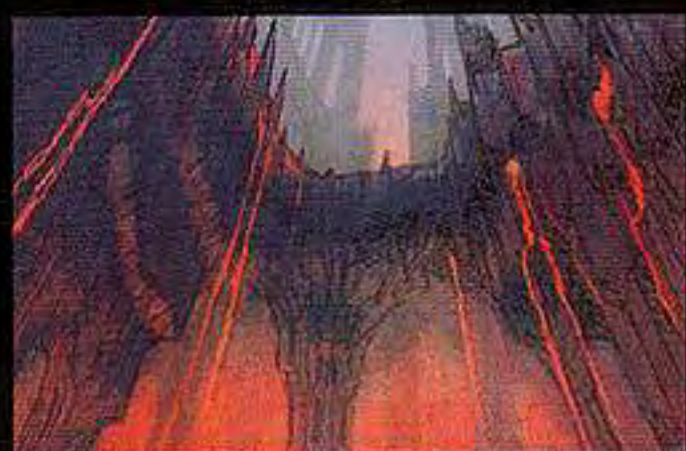


INTERIOR CONCEPTS



INTERIOR
CONCEPTS





DARK TOWER CONCEPTS



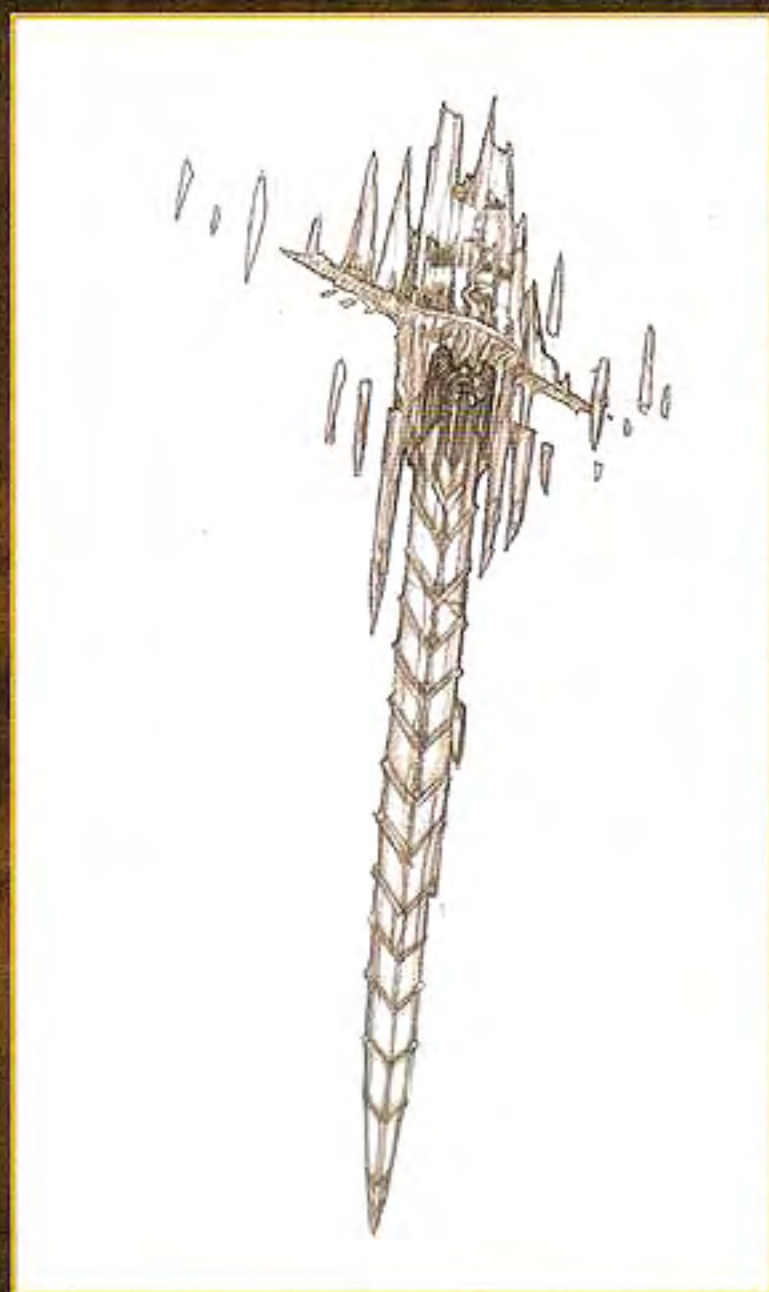
INTERIOR
CONCEPT

Angellic Fortress

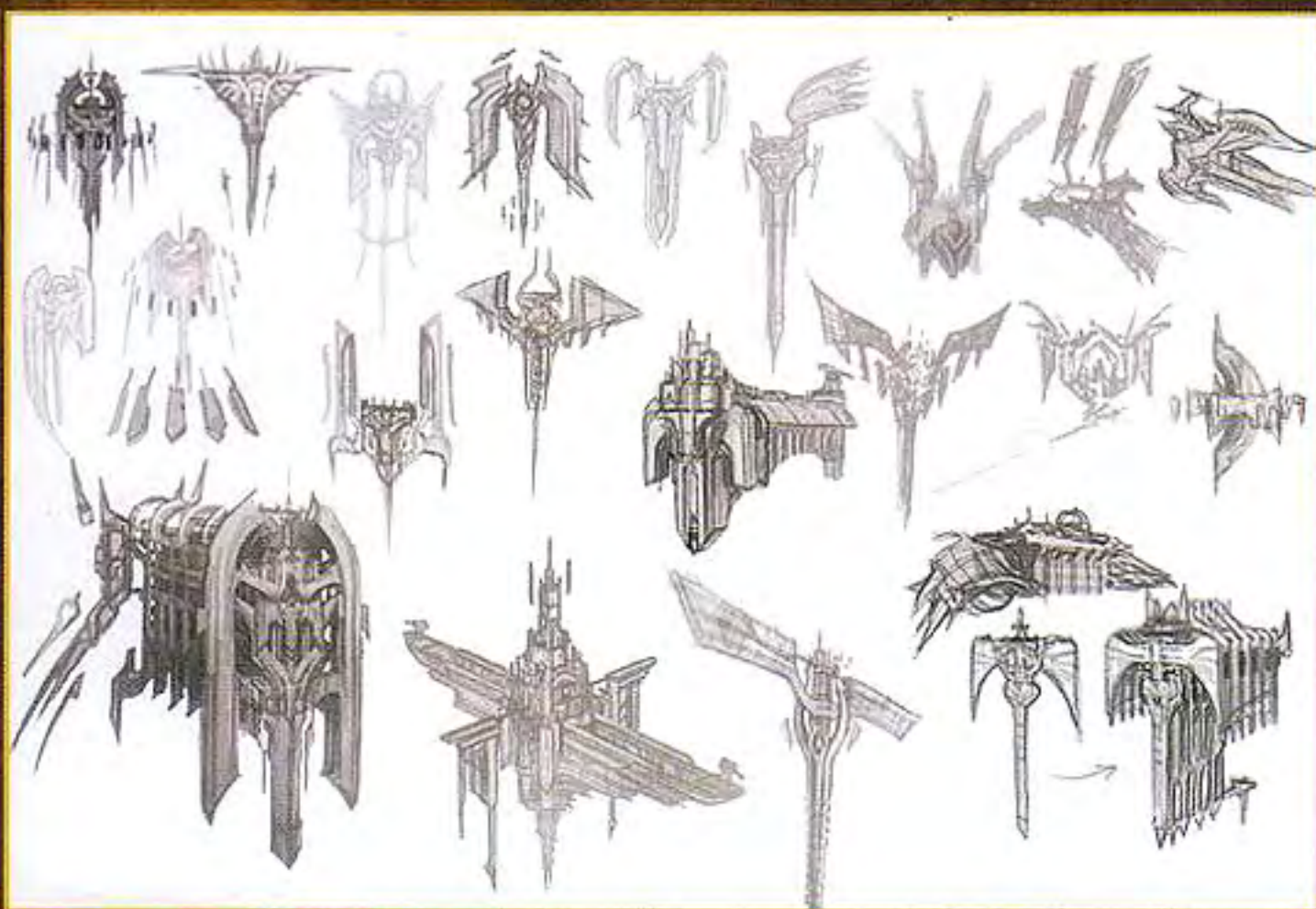
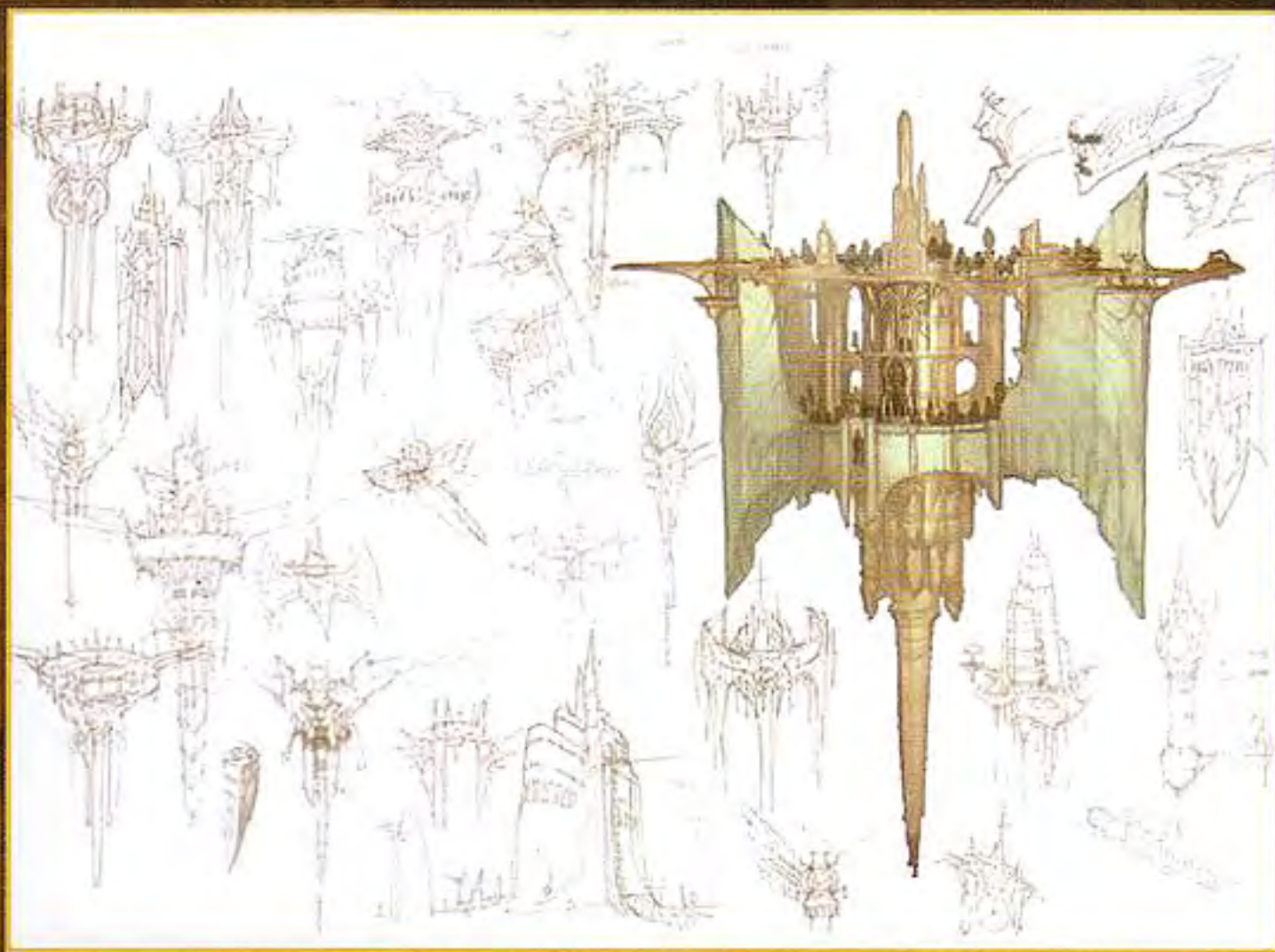
FORTRESS CONCEPT



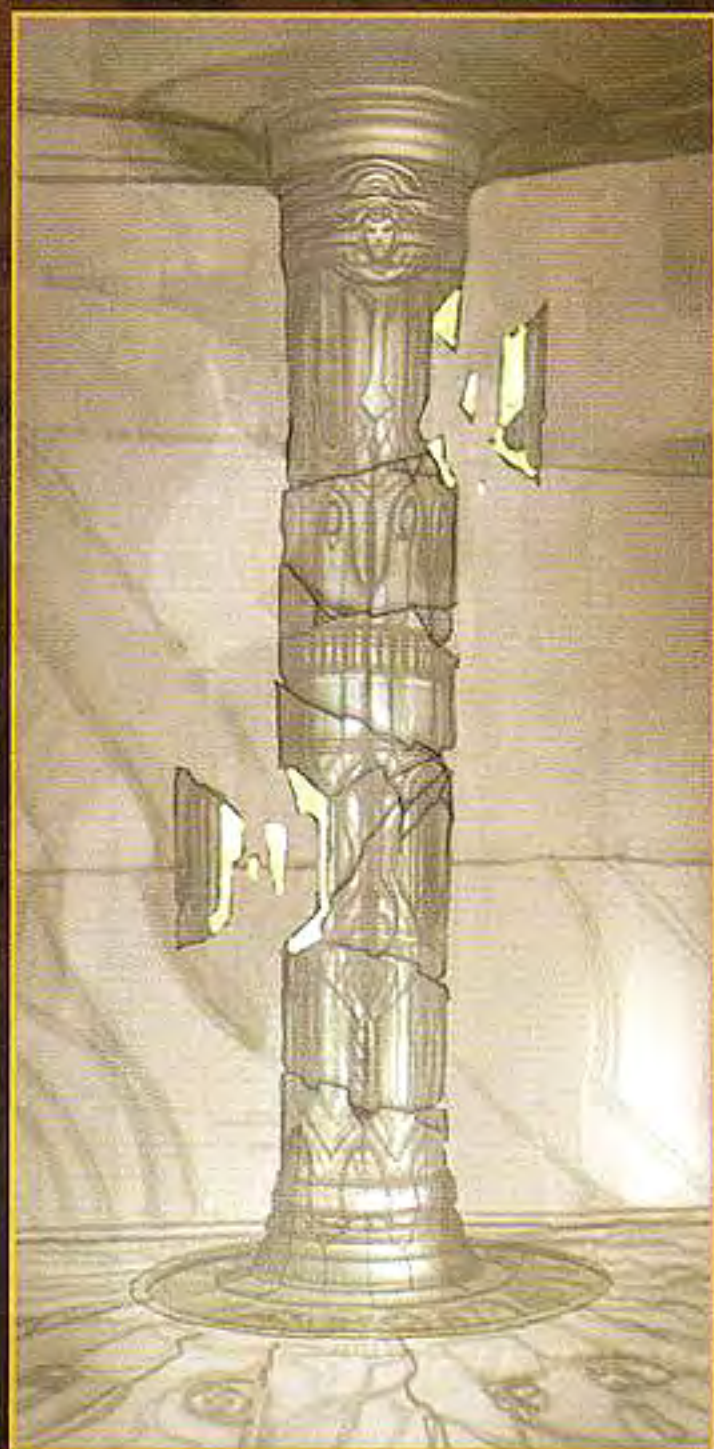
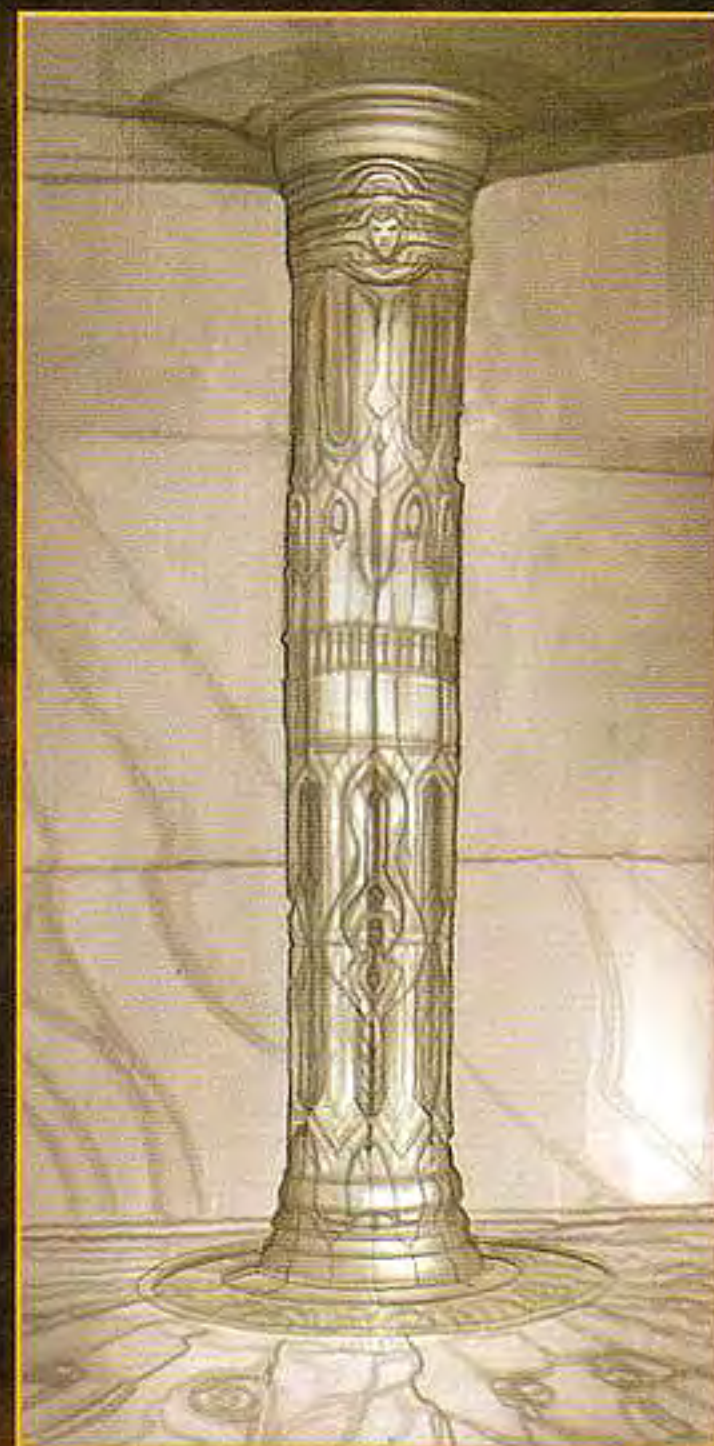
COLUMN DESIGNS



FLOATING FORTRESS CONCEPT



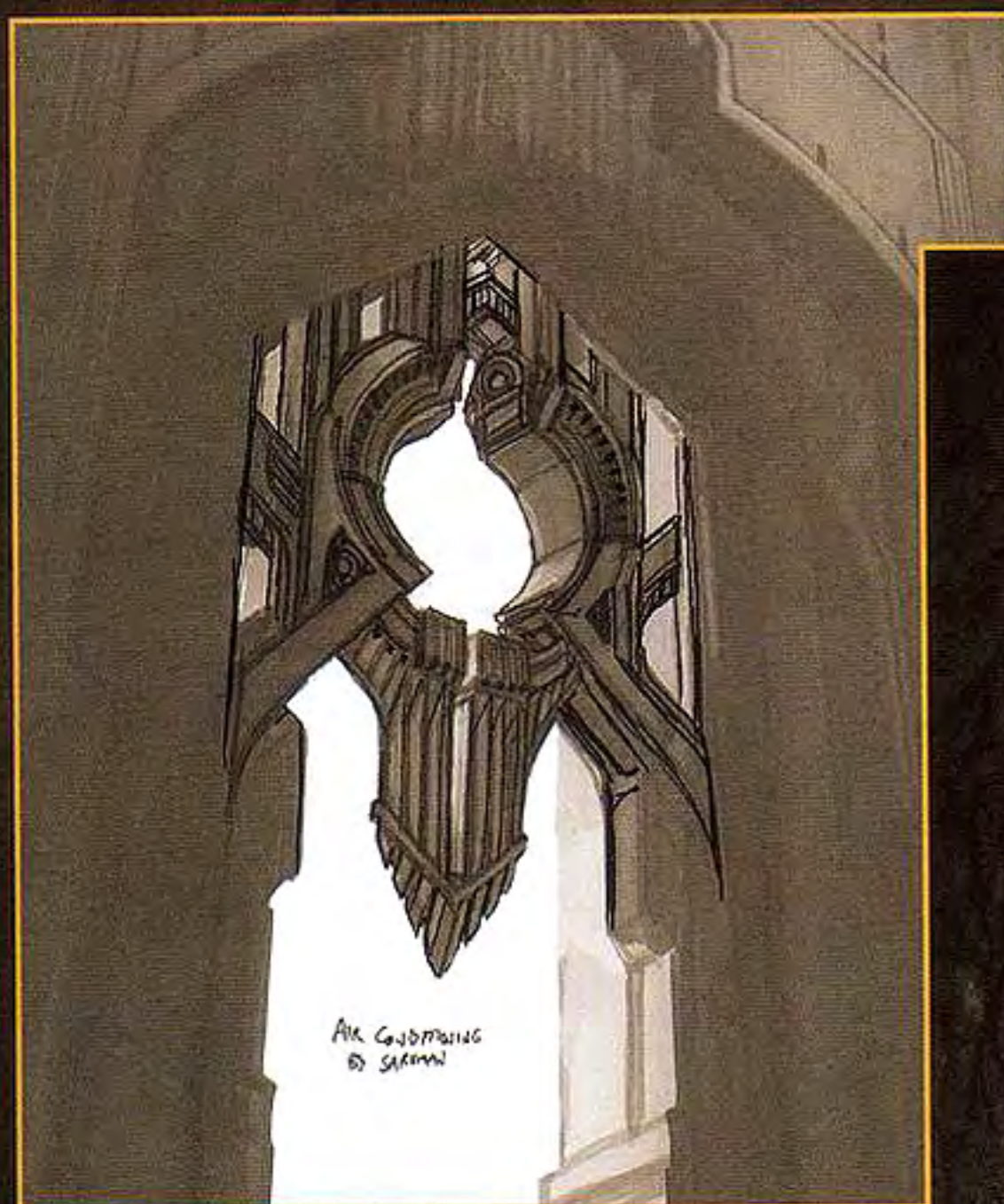
DEVELOPMENT SKETCHES



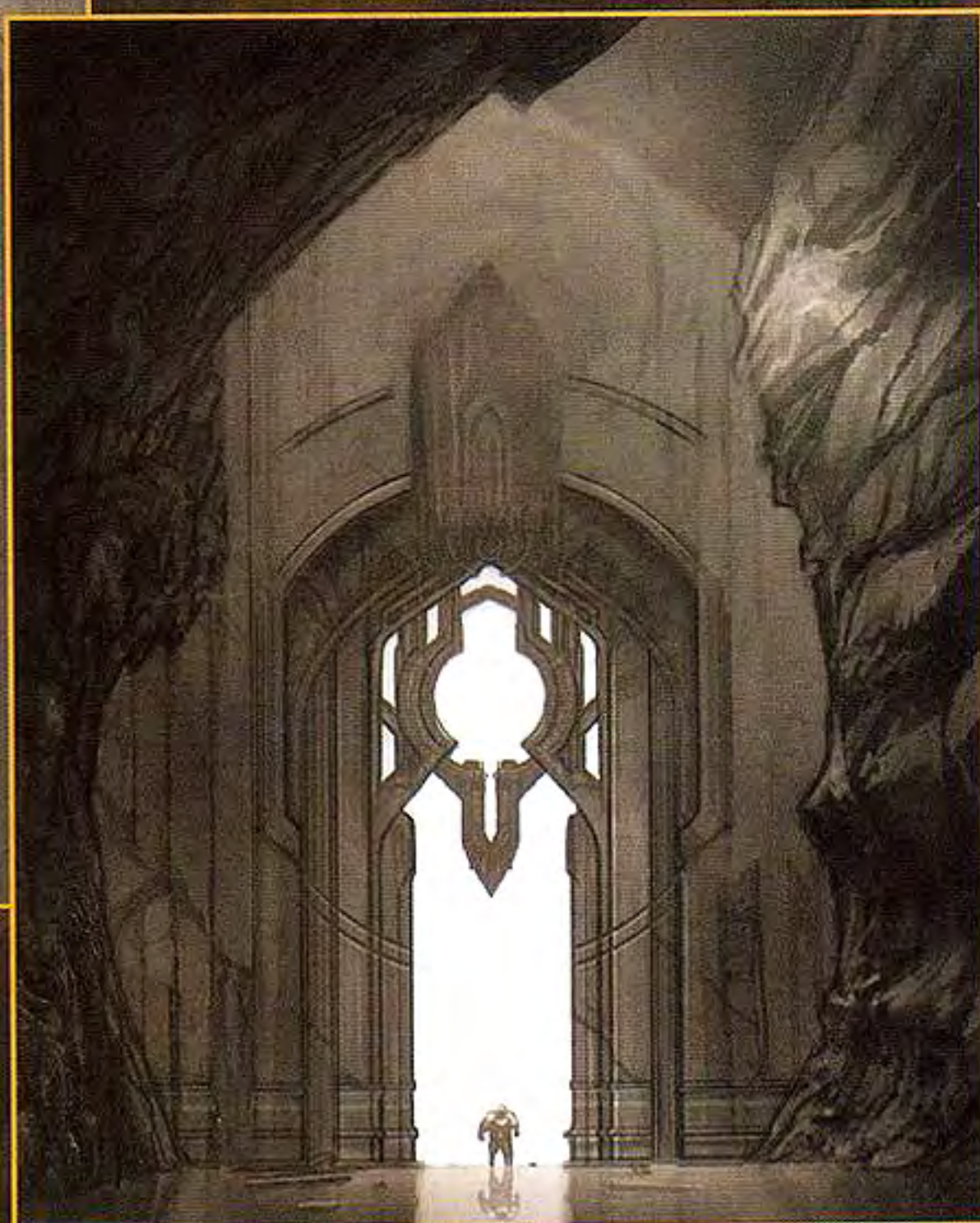
COLUMN DESIGNS



WALL DESIGNS

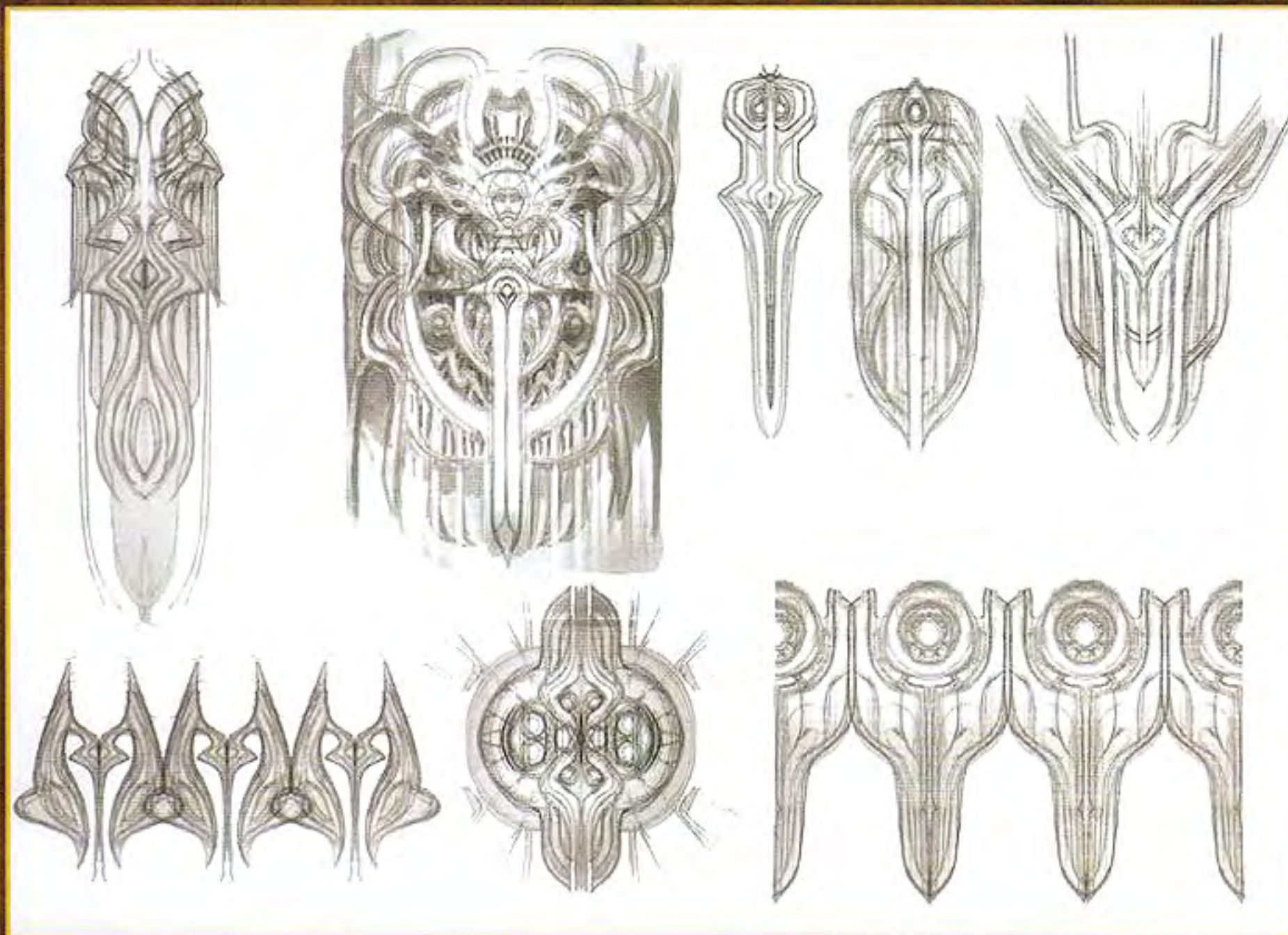
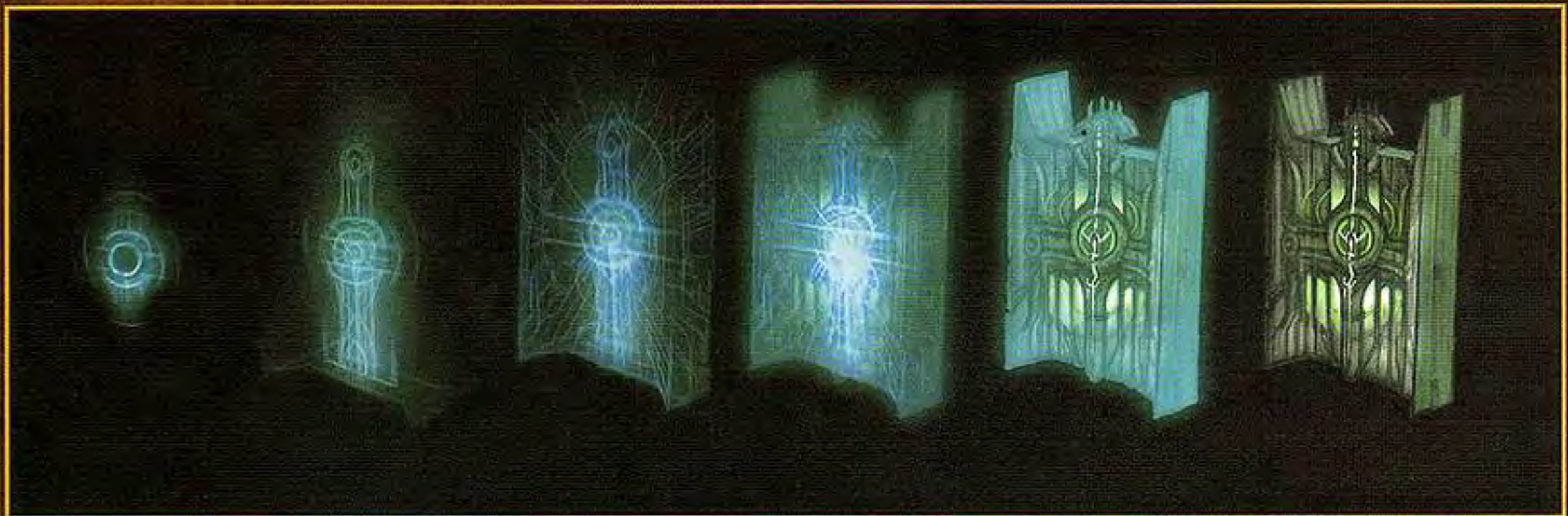
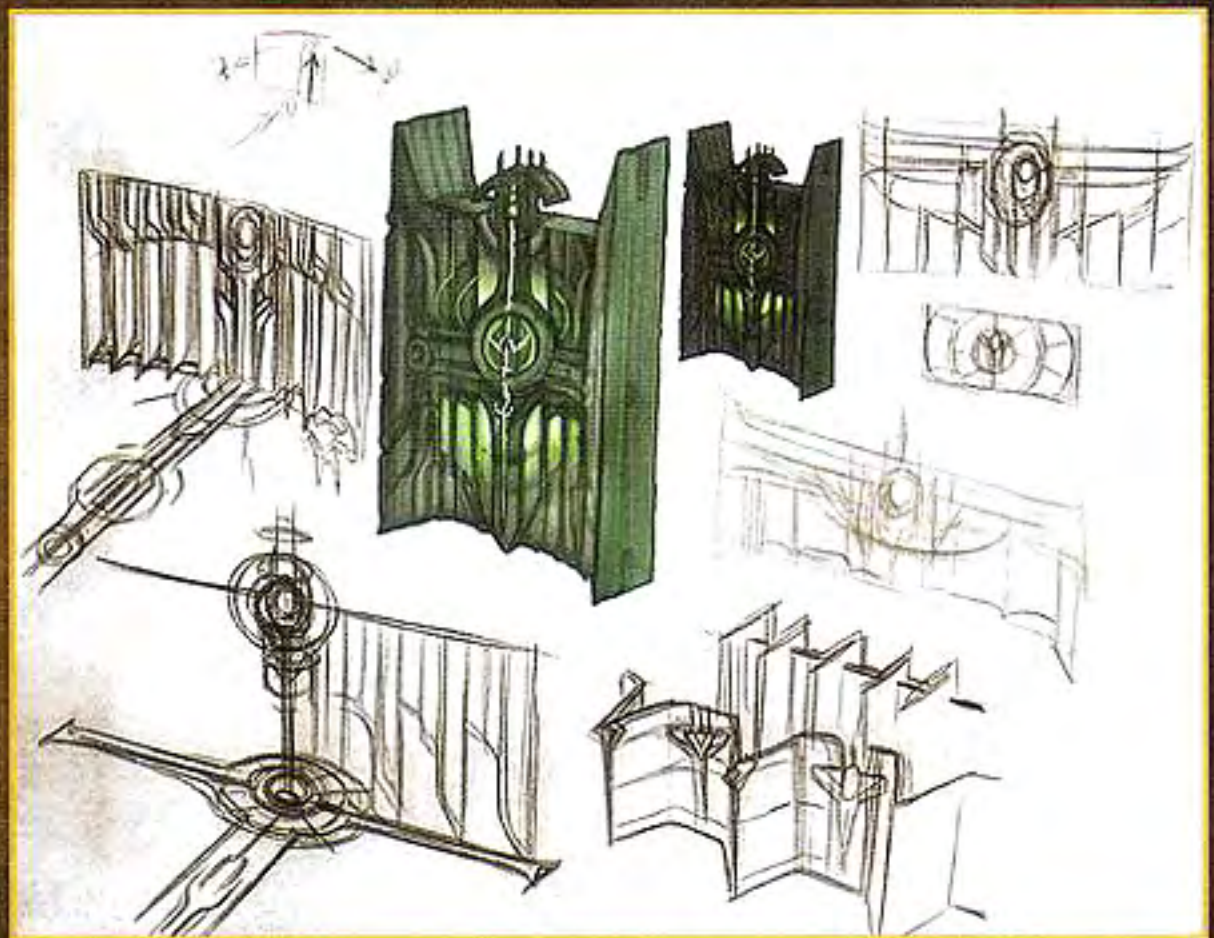


ARCHWAYS

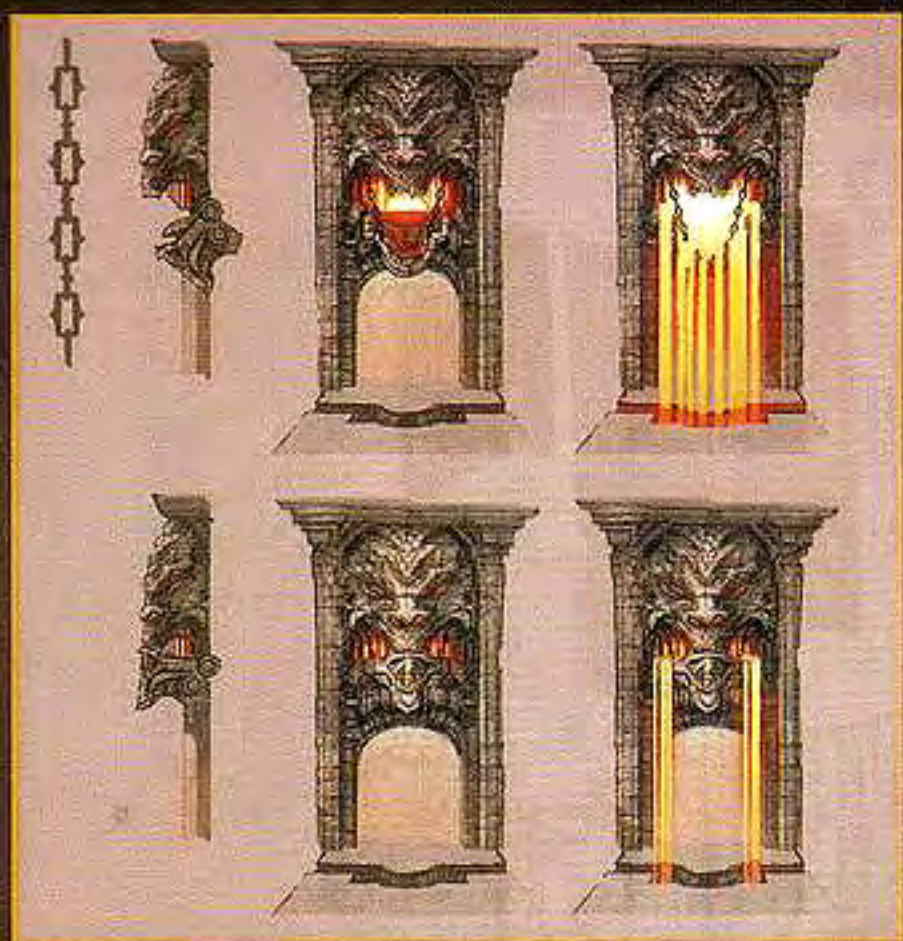




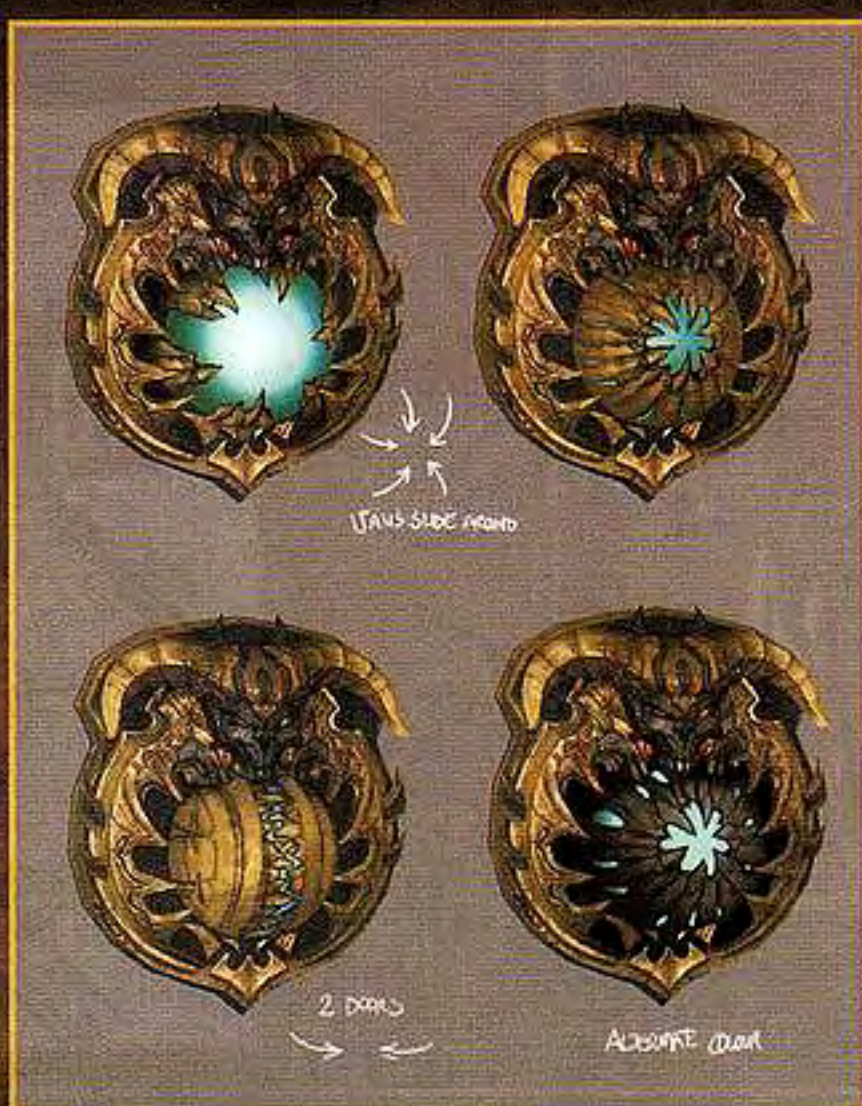
CRYSTAL DESIGNS



ANGEL GATE
DEVELOPMENT
SKETCHES



GATE DESIGNS



EMITTER
DESIGNS

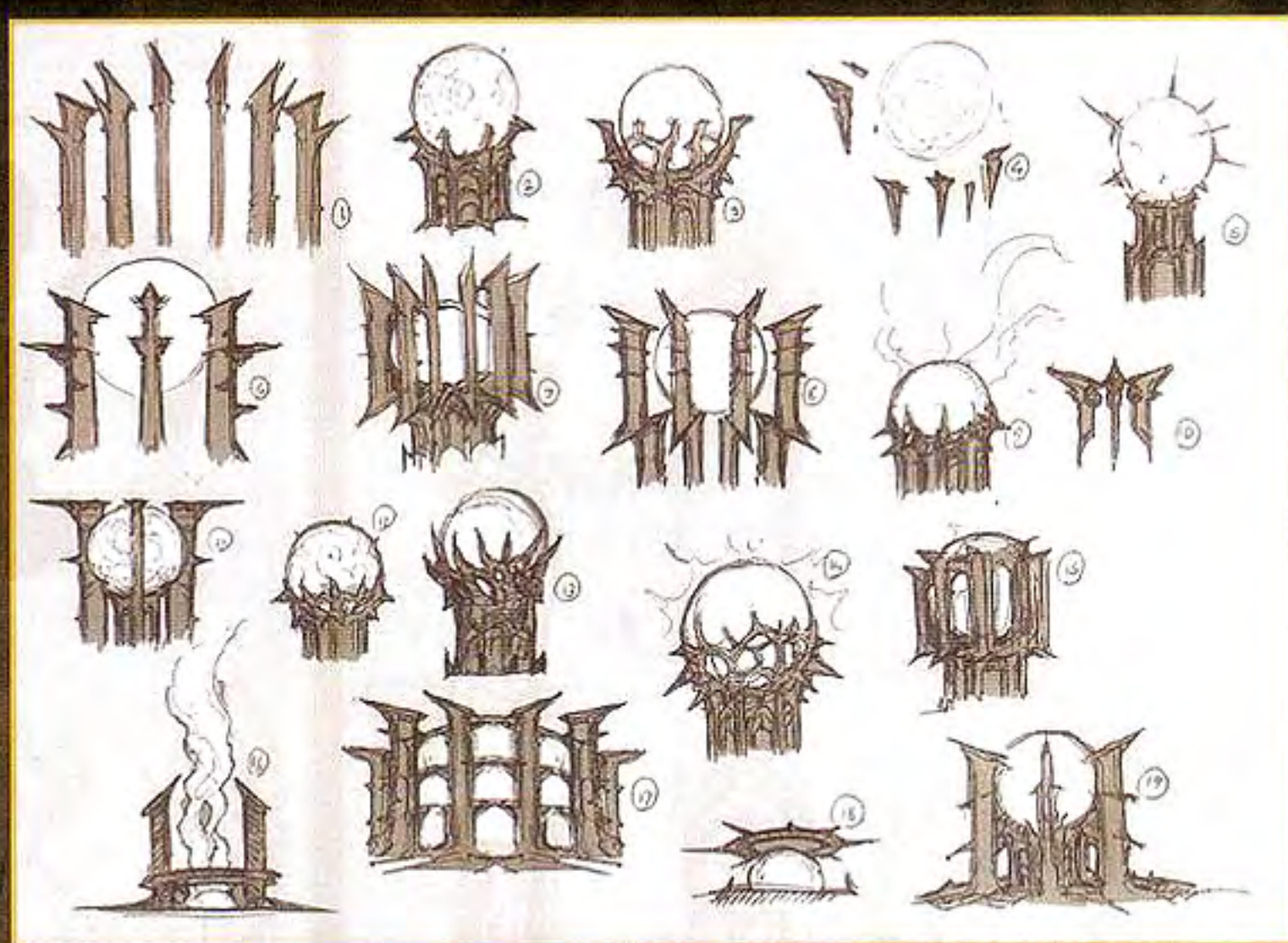


EMITTER DESIGNS

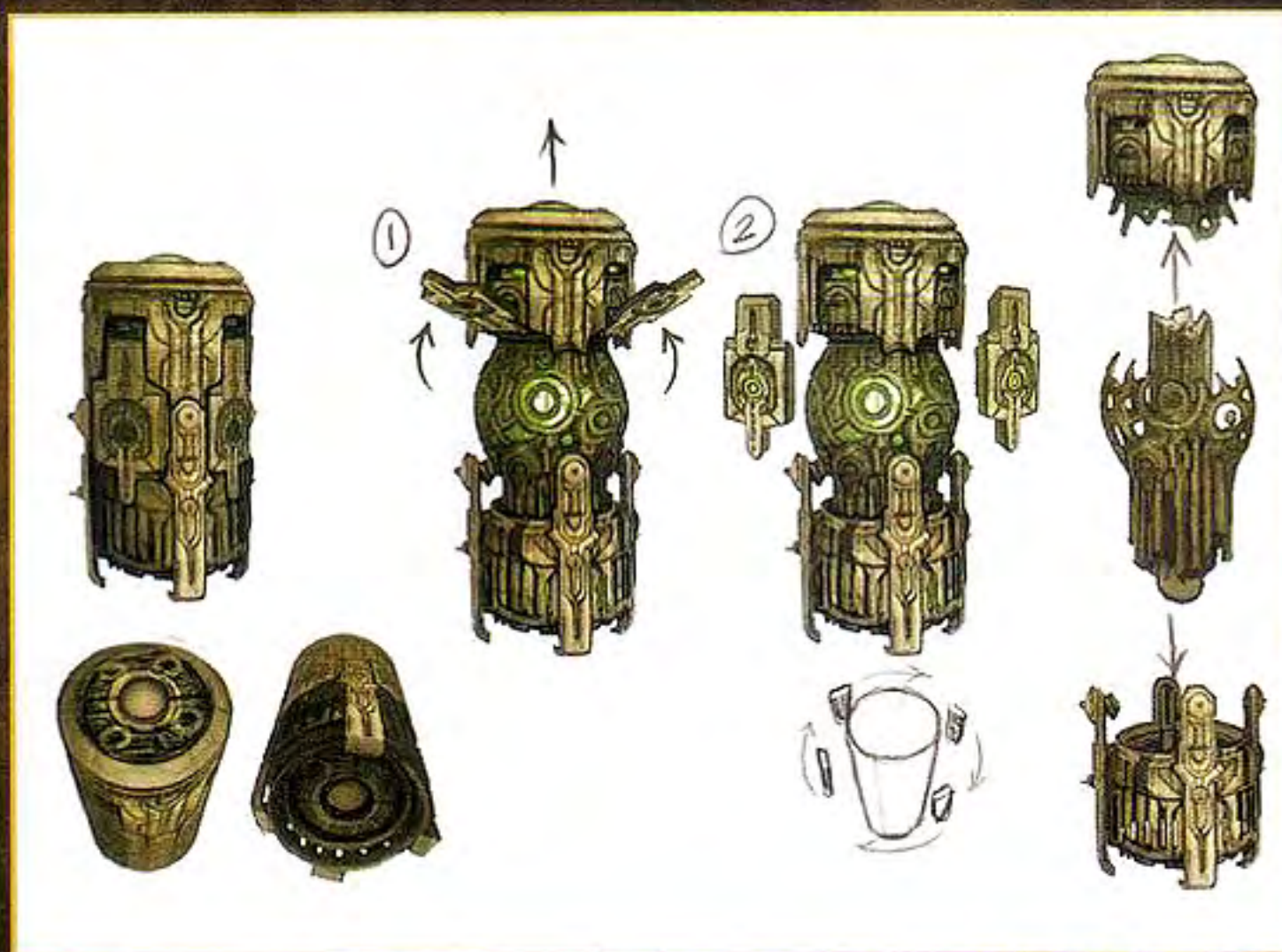


EMITTER & RECEIVER DESIGNS

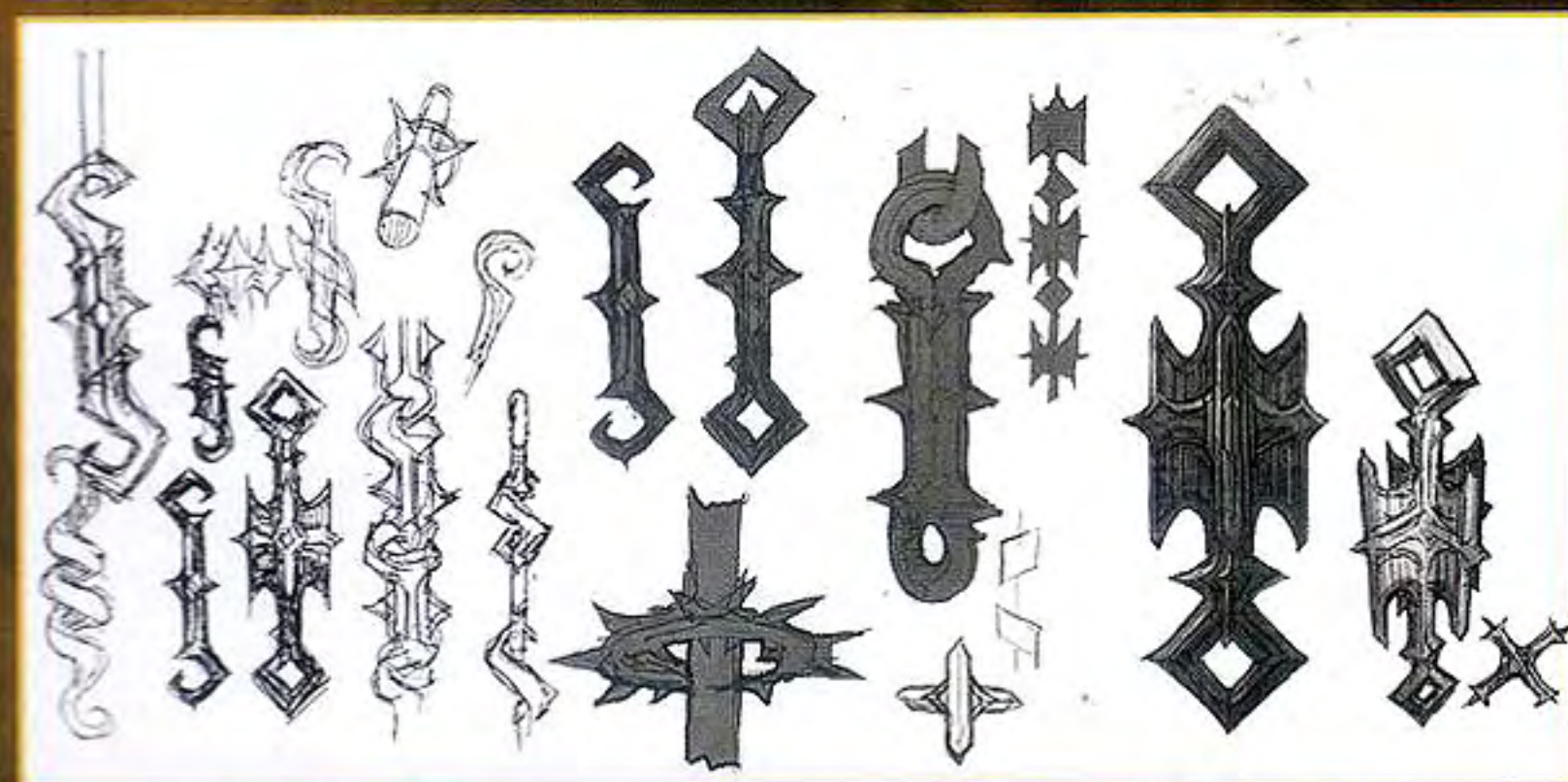




SOUL SOURCE DESIGNS



CHAIN LINK DESIGNS

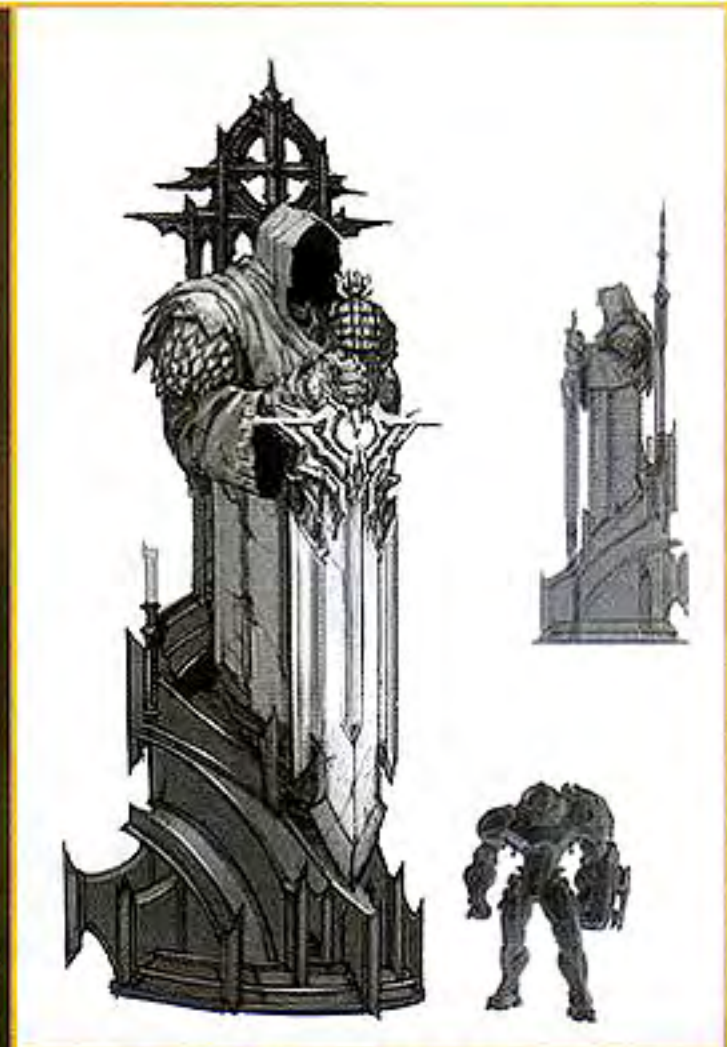


URN DESIGN

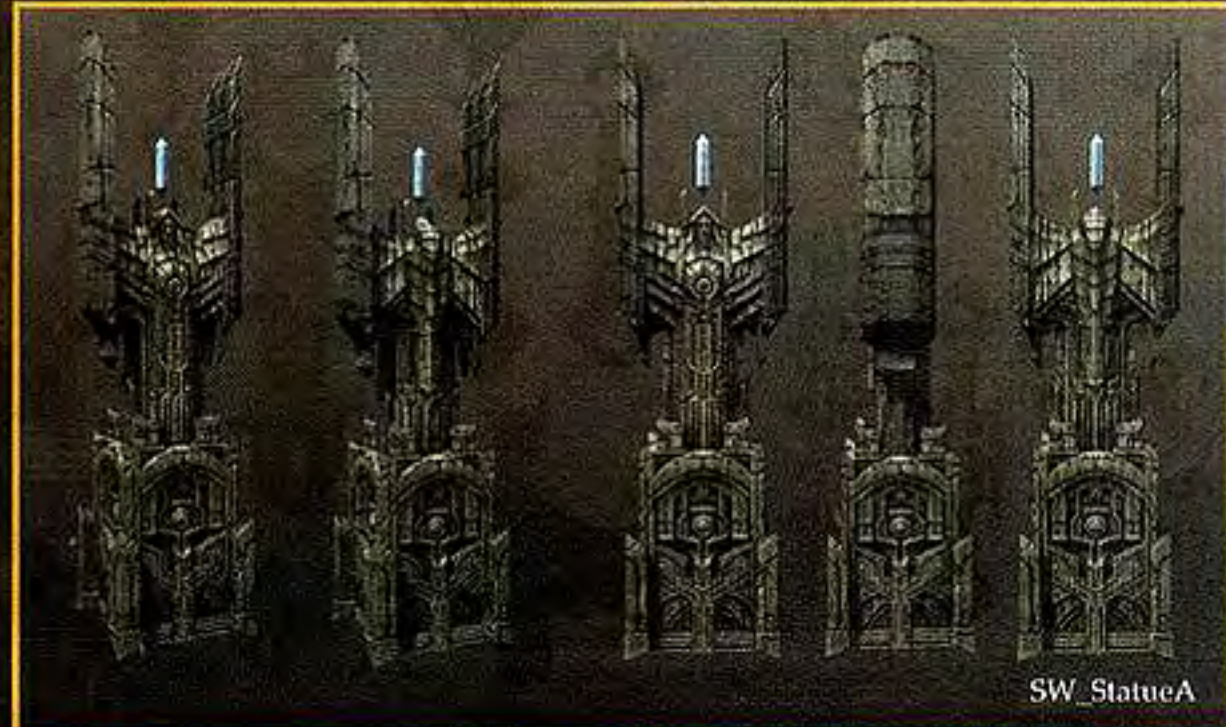


STATUE CONCEPTS

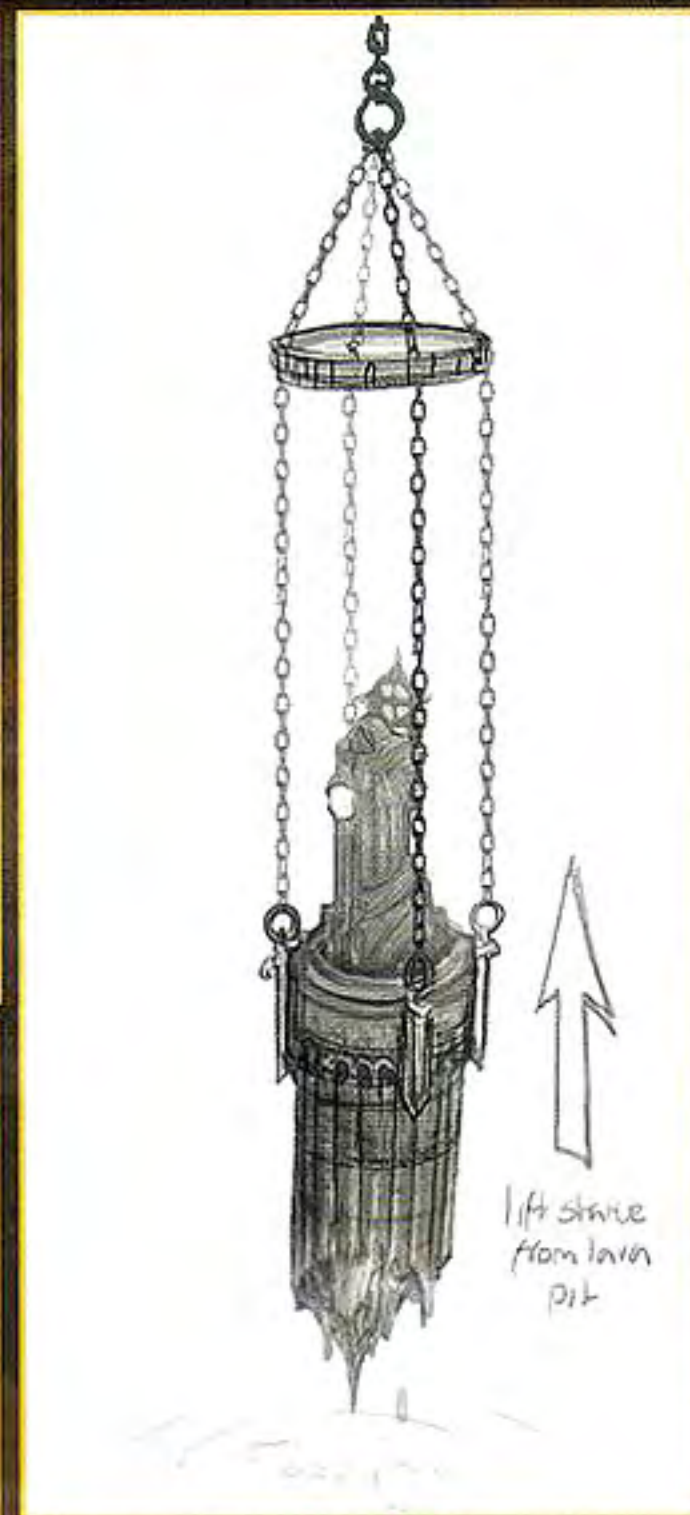
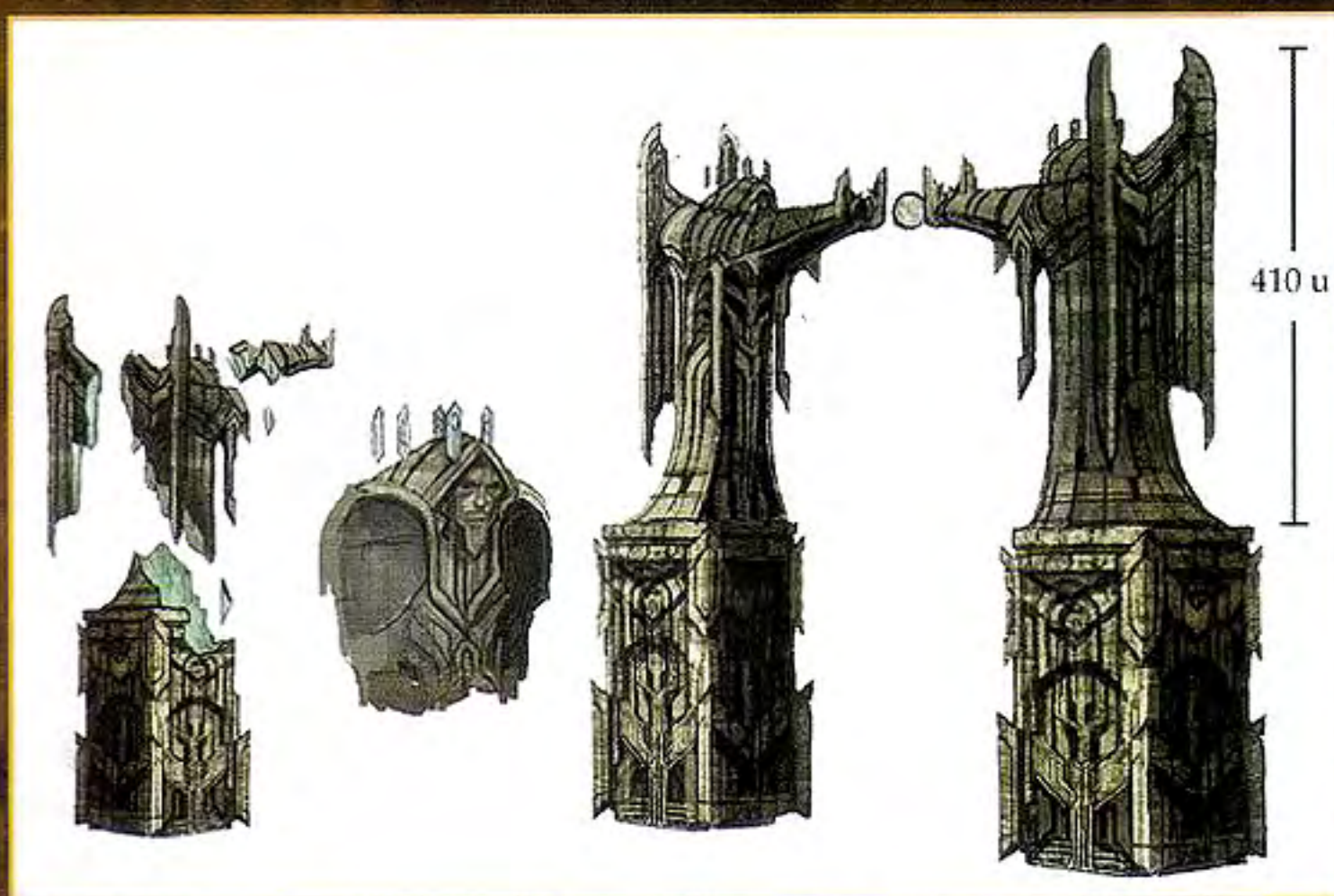
STATUE DESIGNS



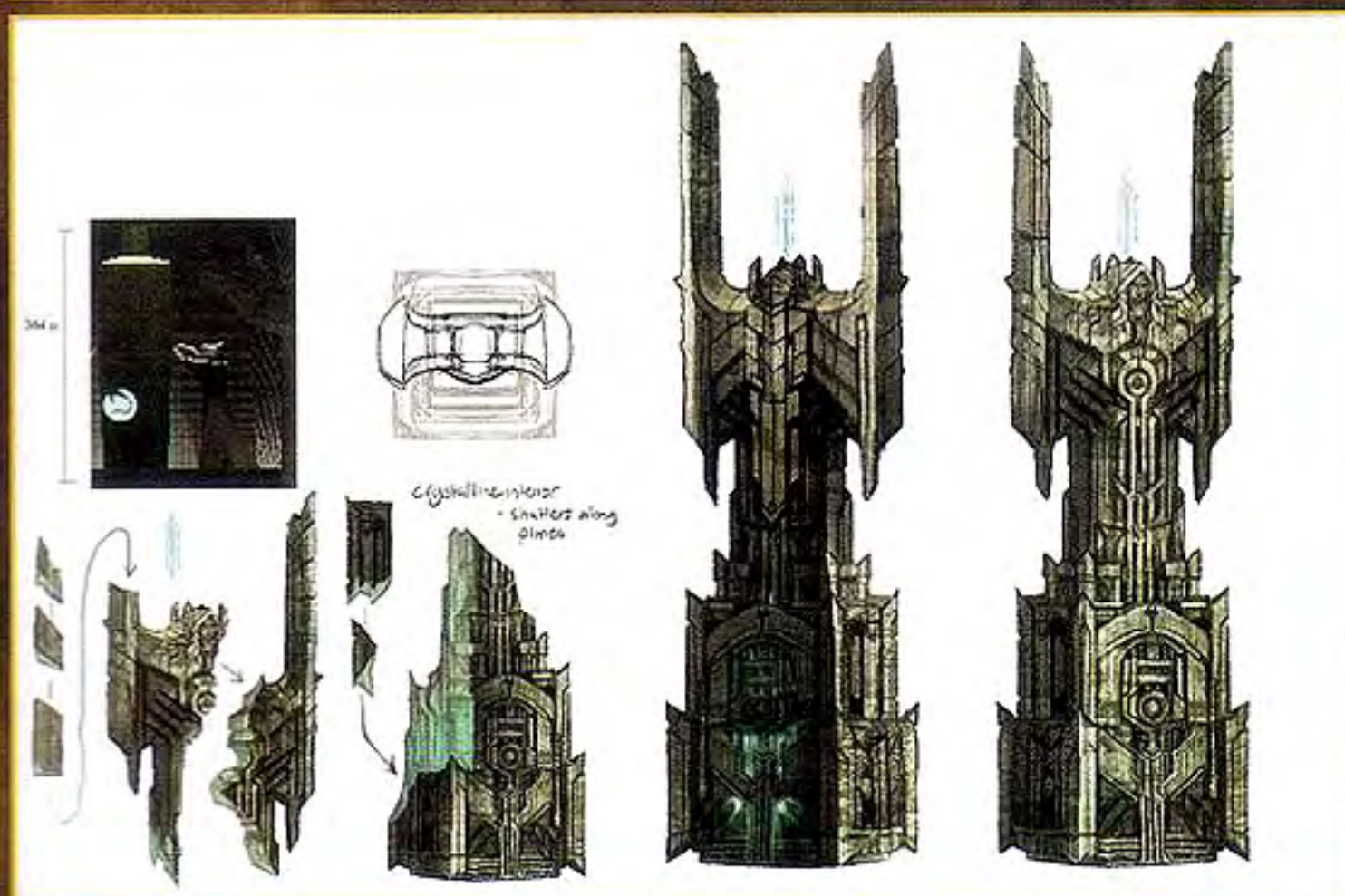
COLUMN DESIGNS



SW_StatueA



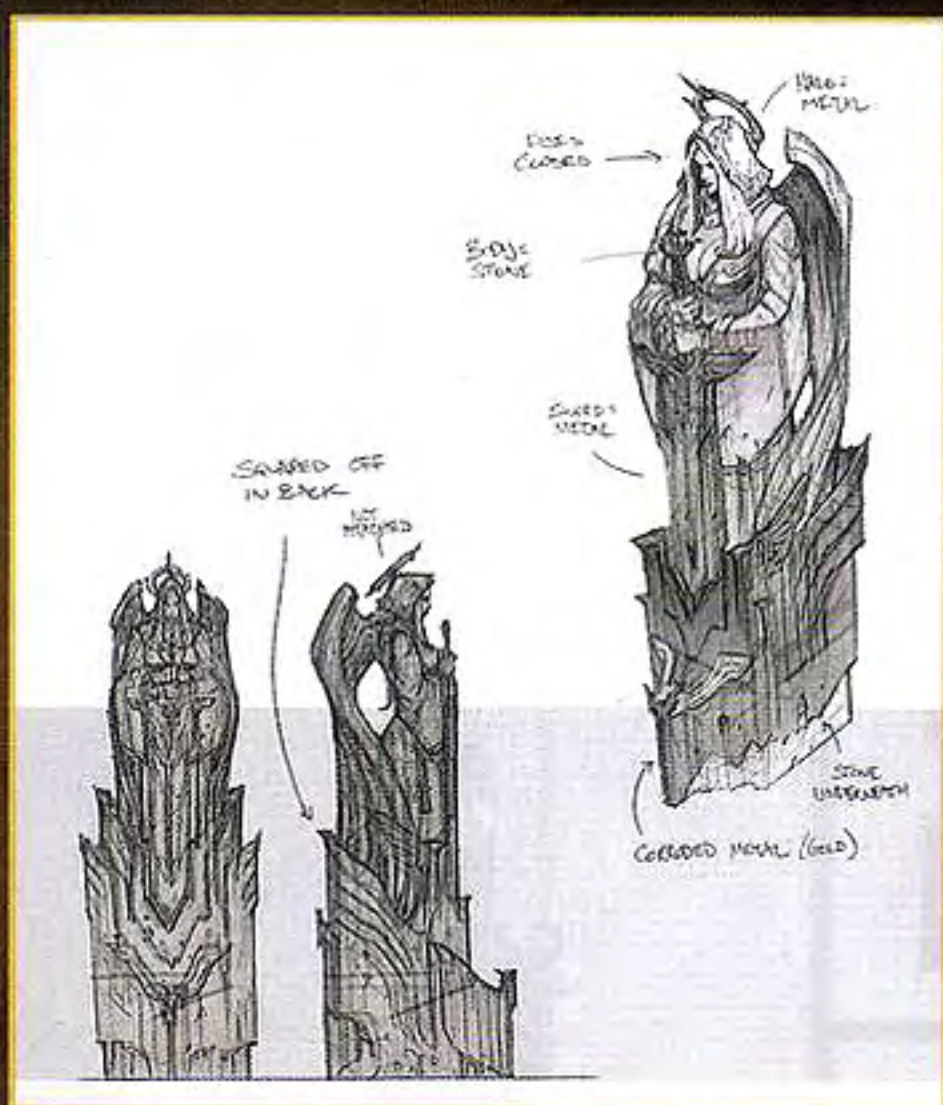
STATUE DESIGNS



COLUMN DESIGN

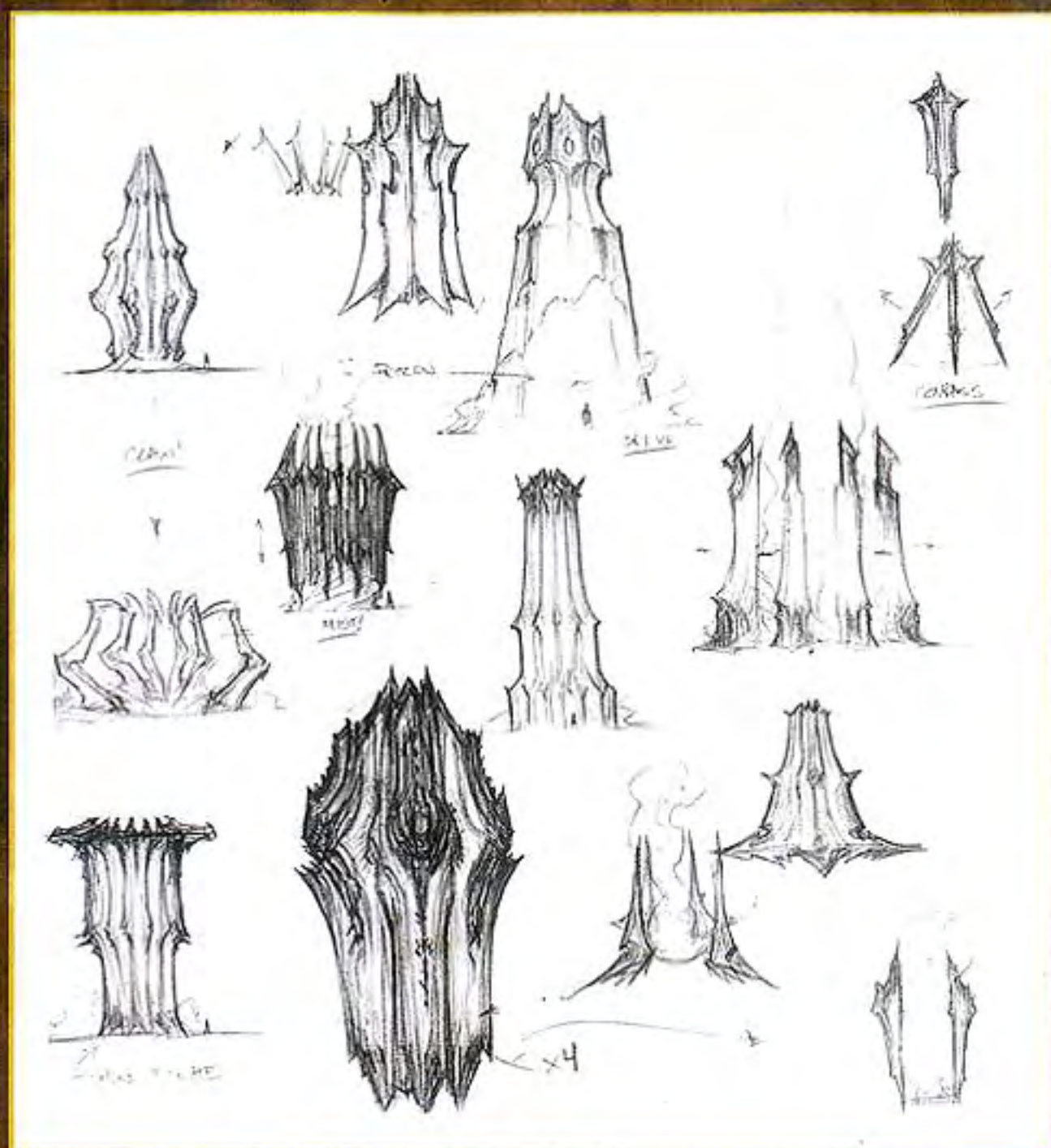
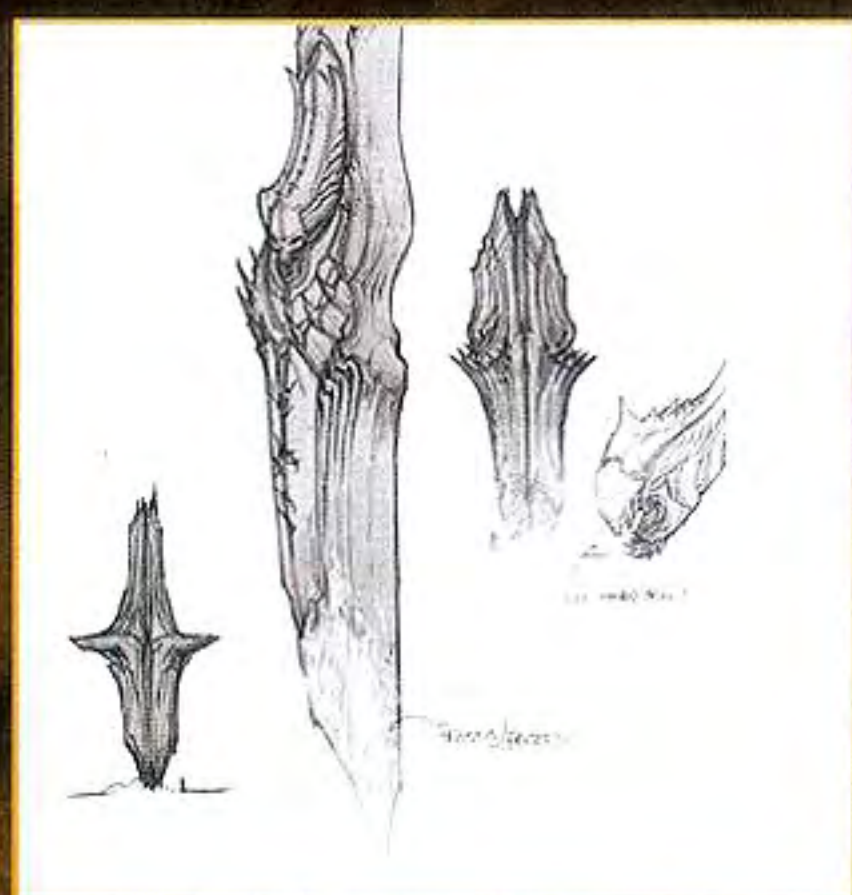


STATUE DESIGN



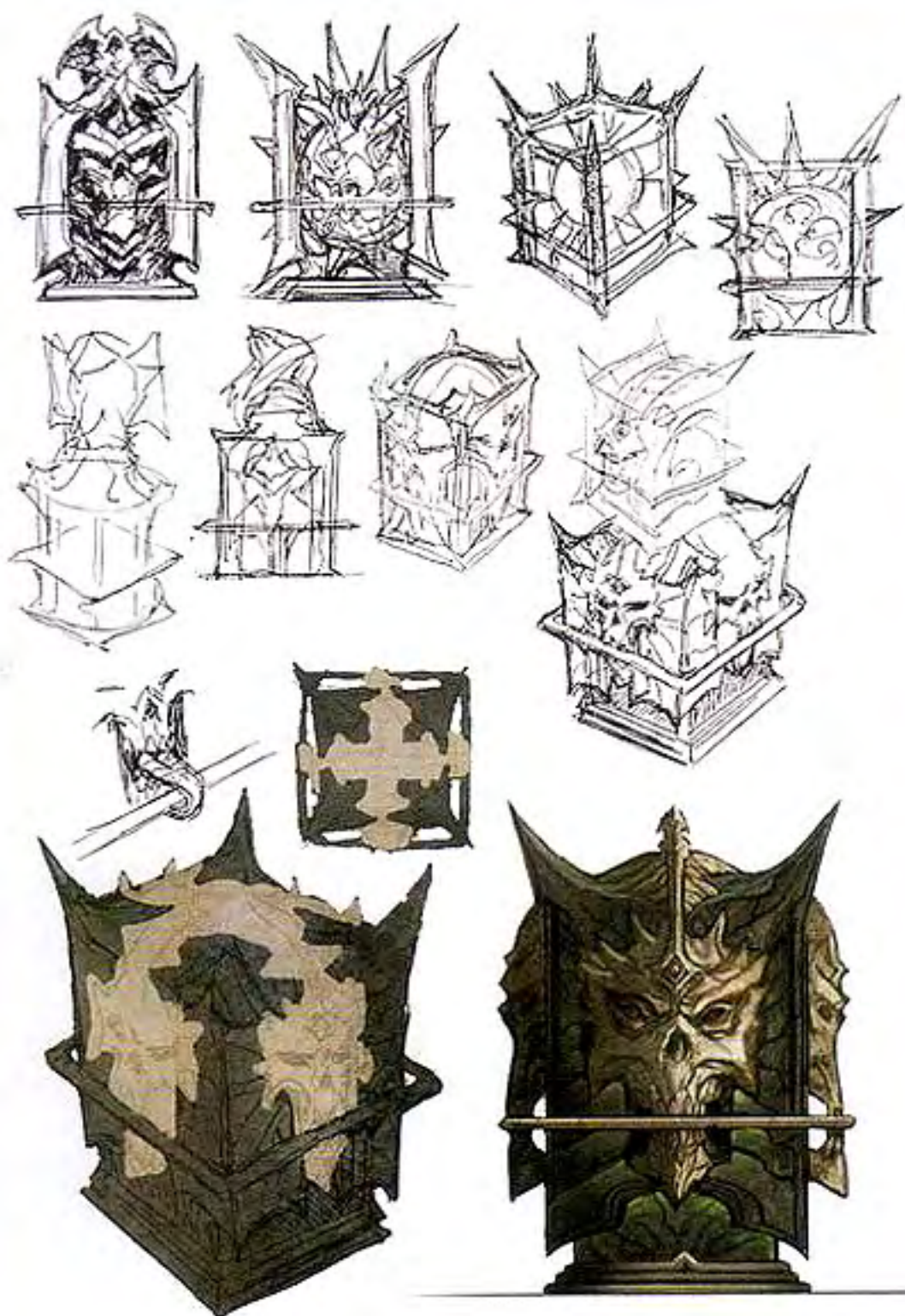
STATUE DESIGN

SHADOWGATE DESIGNS

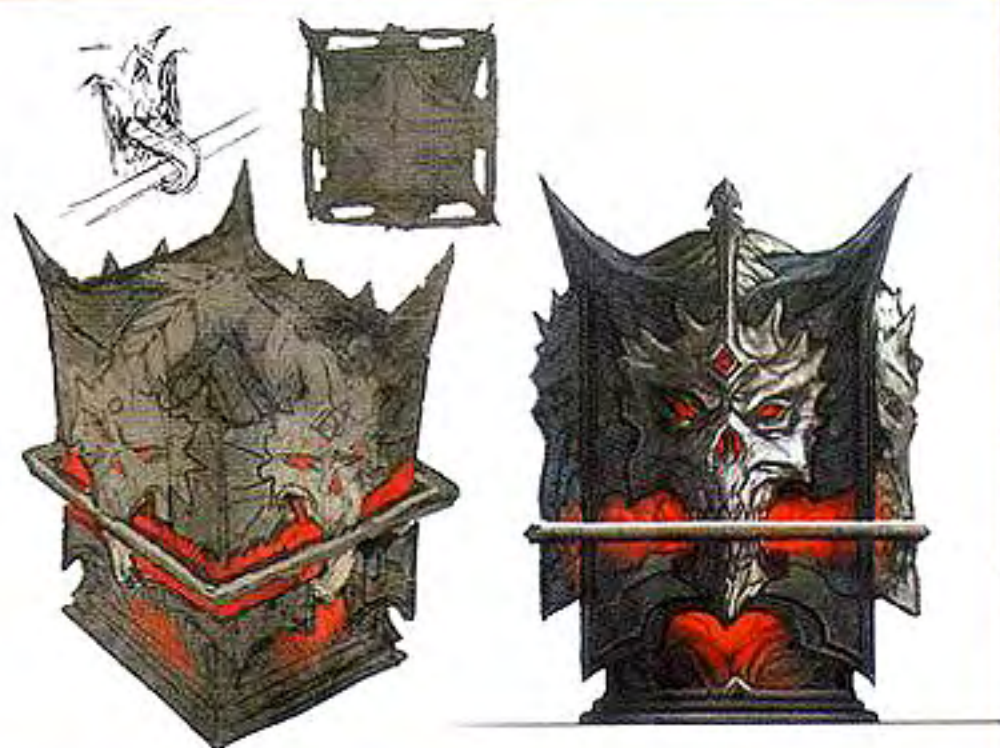


DEMON SHRINE
DESIGNS

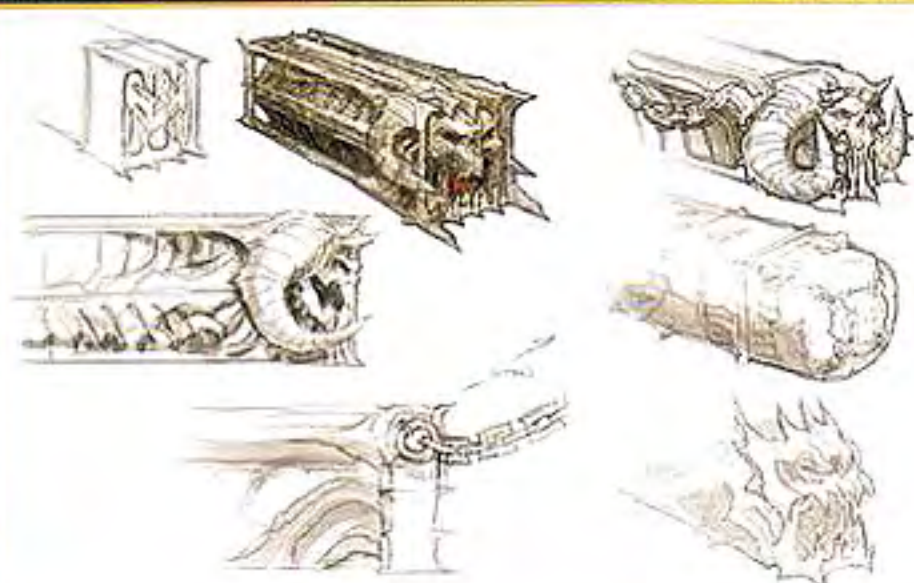




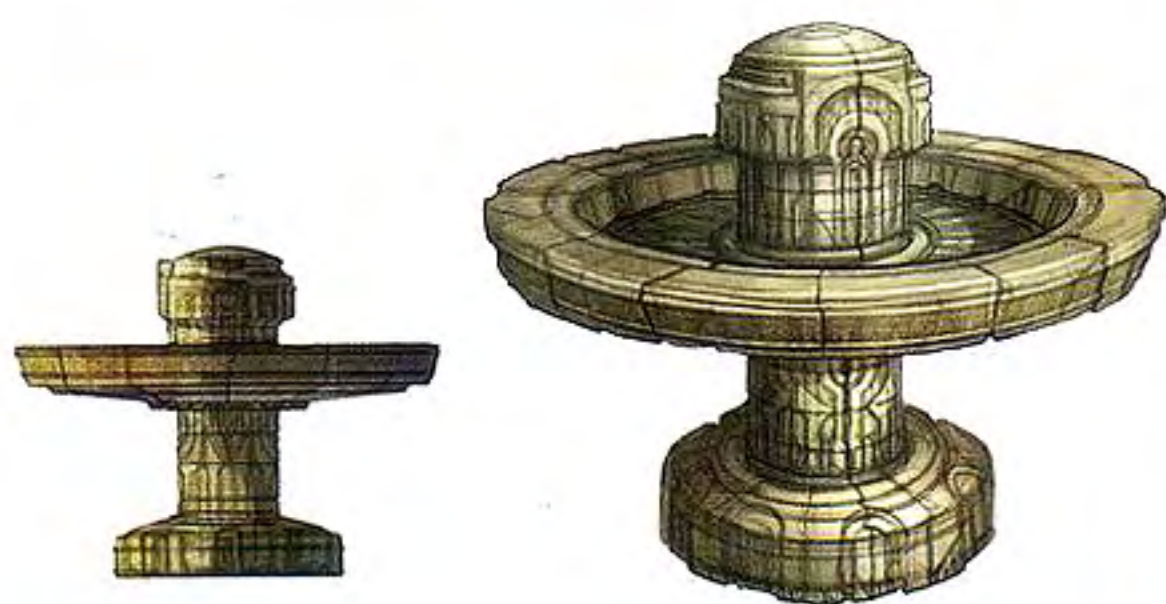
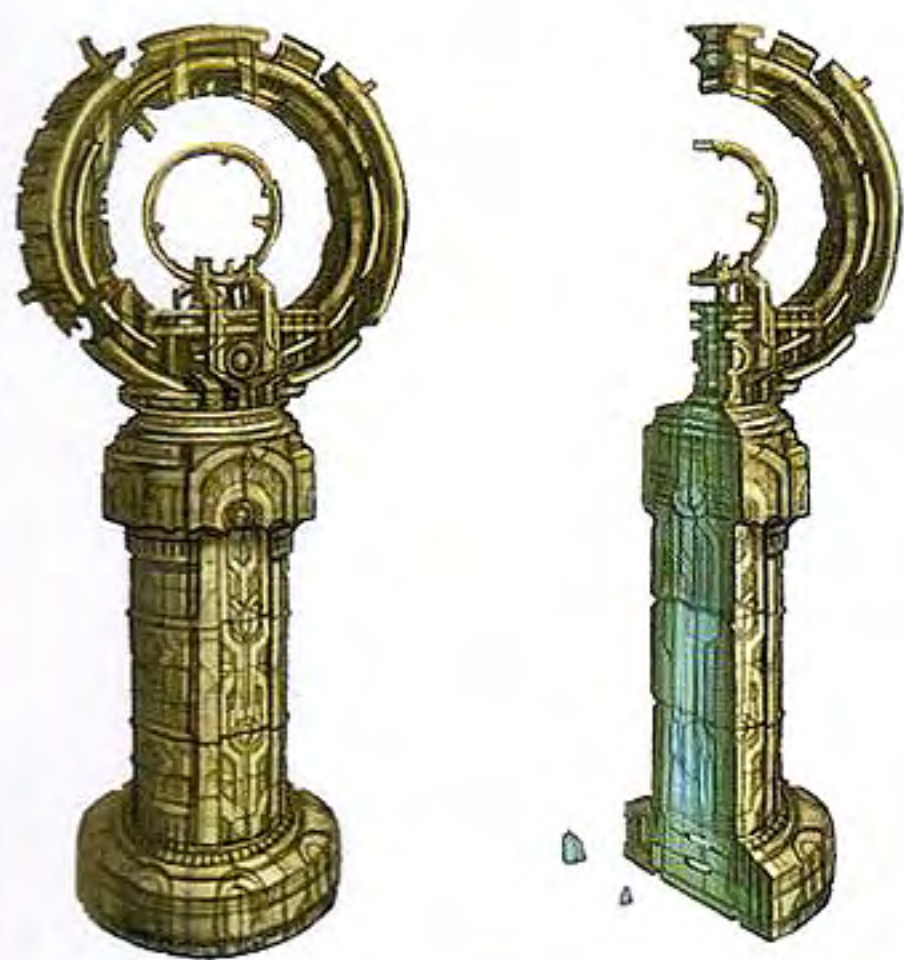
PUSHBLOCK CONCEPTS

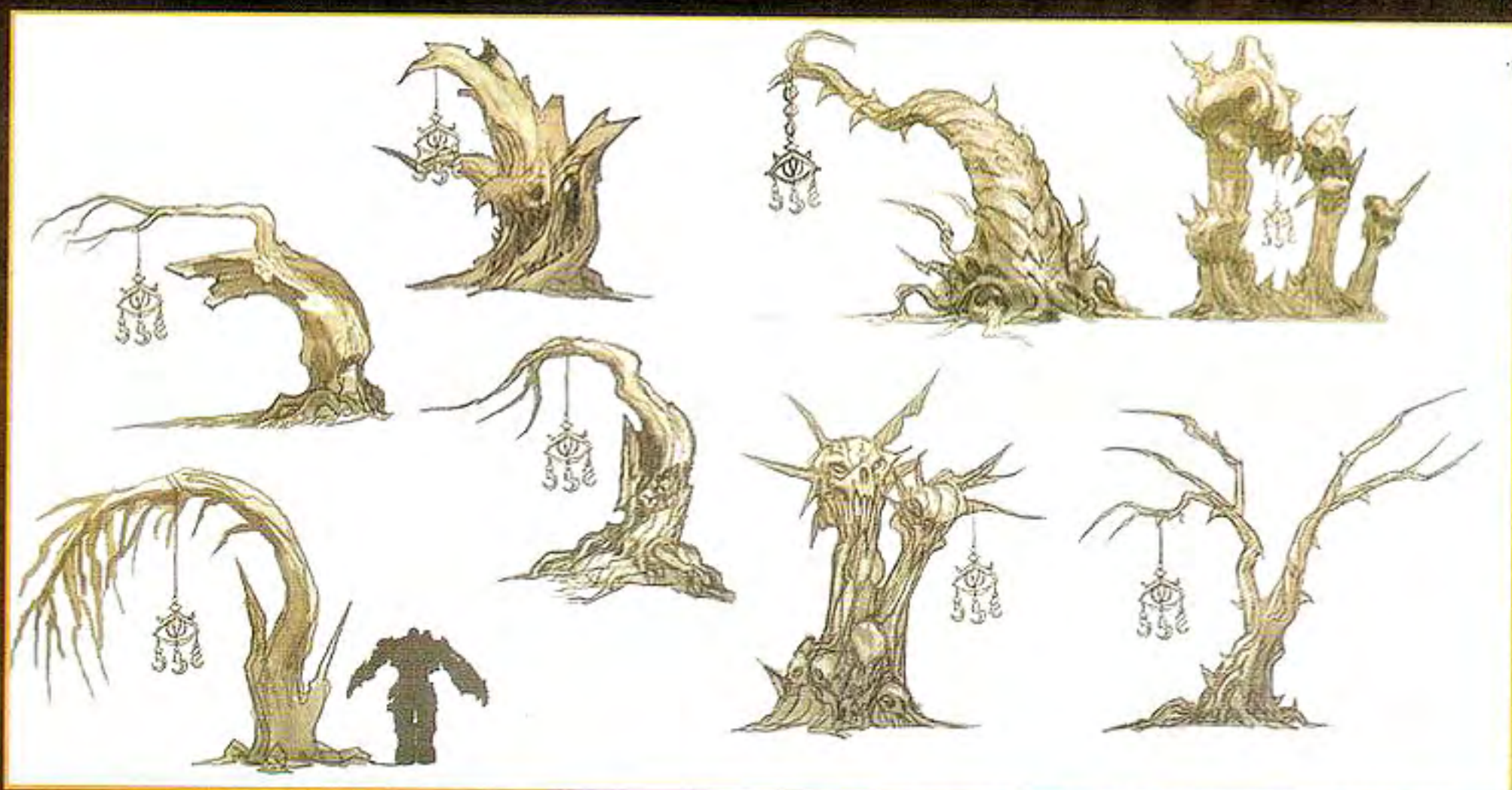


HAMMER COLUMN CONCEPTS



BREAKABLE OBJECT DESIGNS



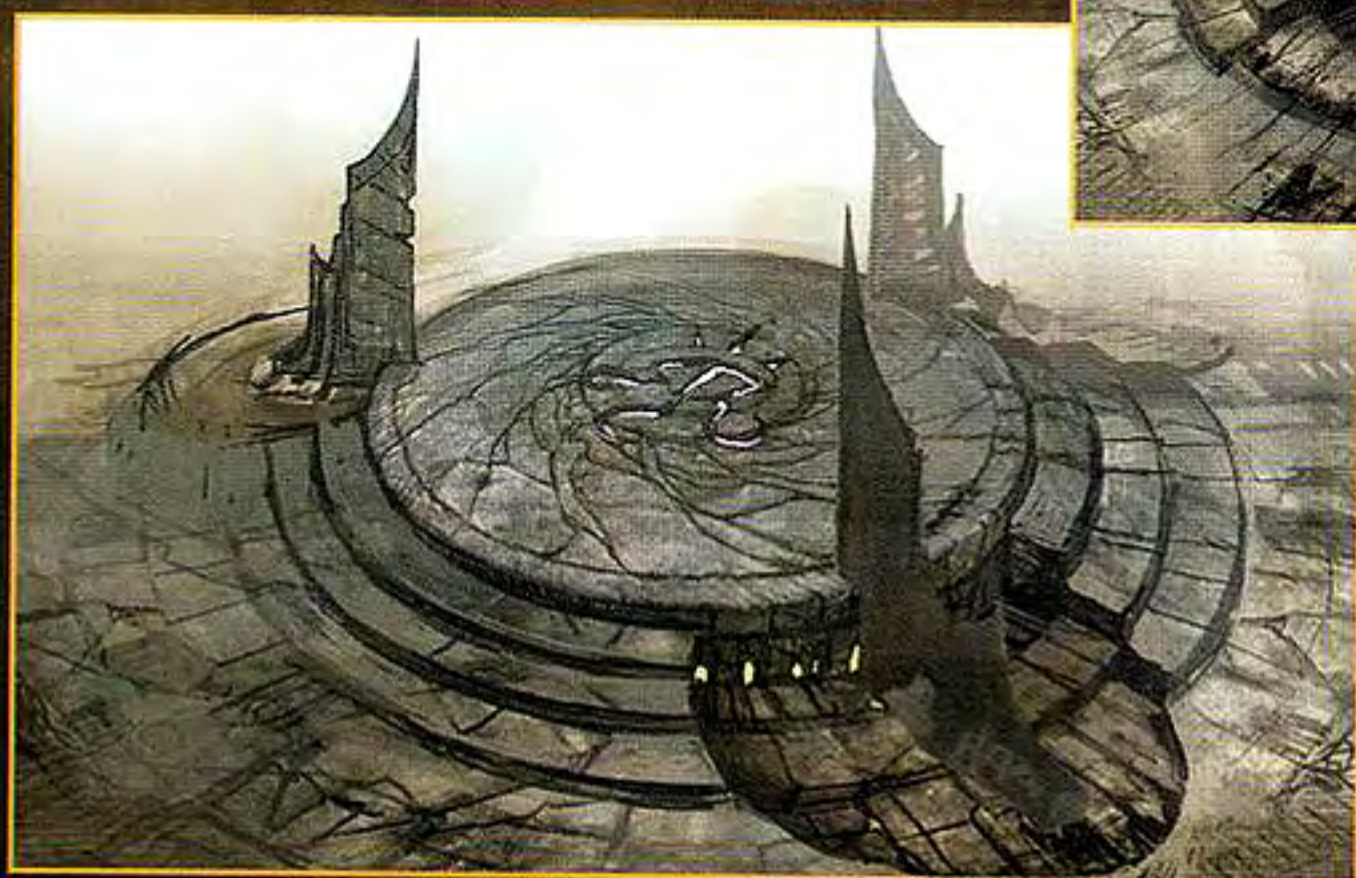


VULGRIM SUMMONING RUNE CONCEPTS

VULGRIM LOCATION CONCEPTS

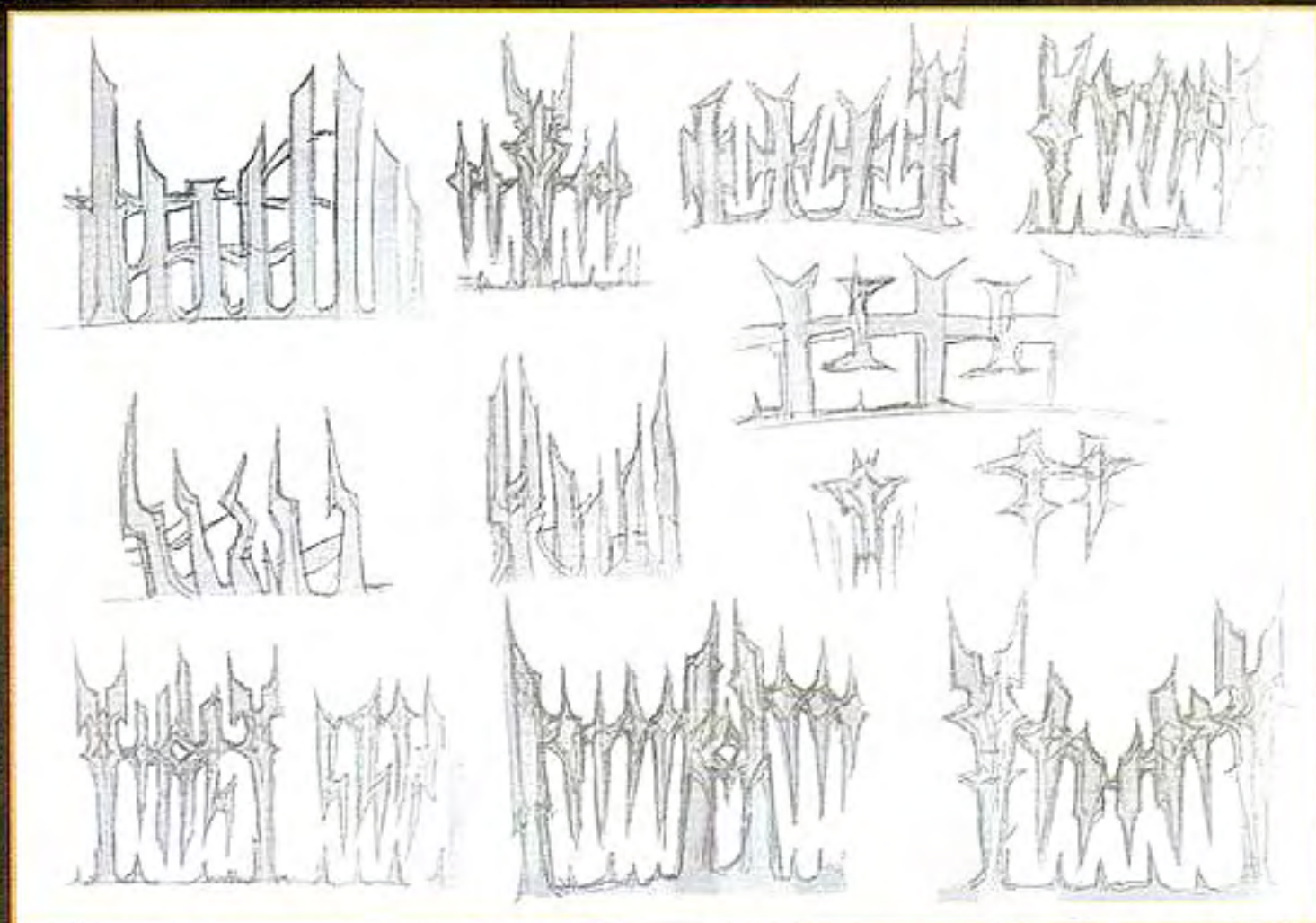


VULGRIM LOCATION
DESIGNS





VULGRIM LOCATION
DESIGNS



FENCE CONCEPTS

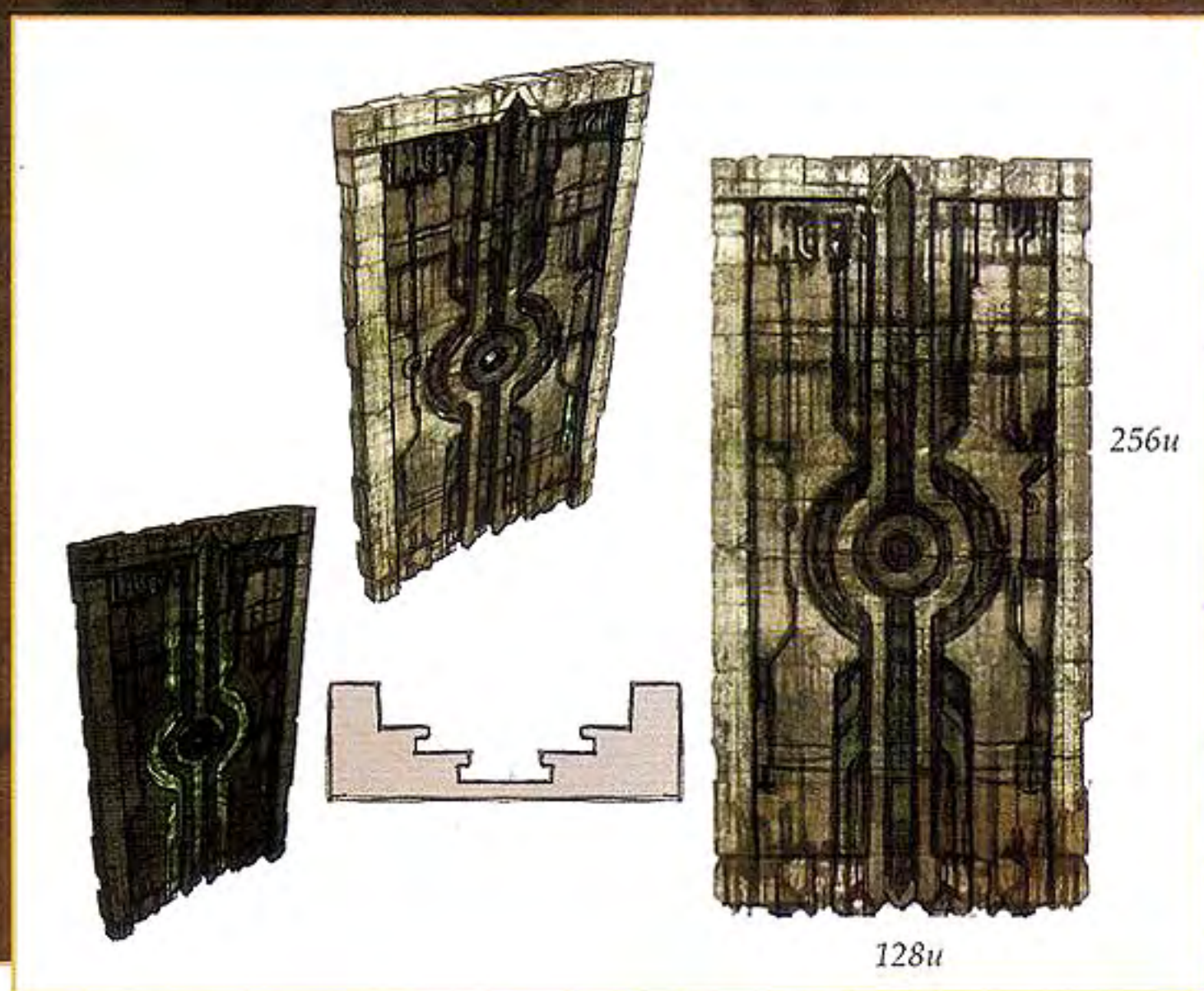


TREE CONCEPTS





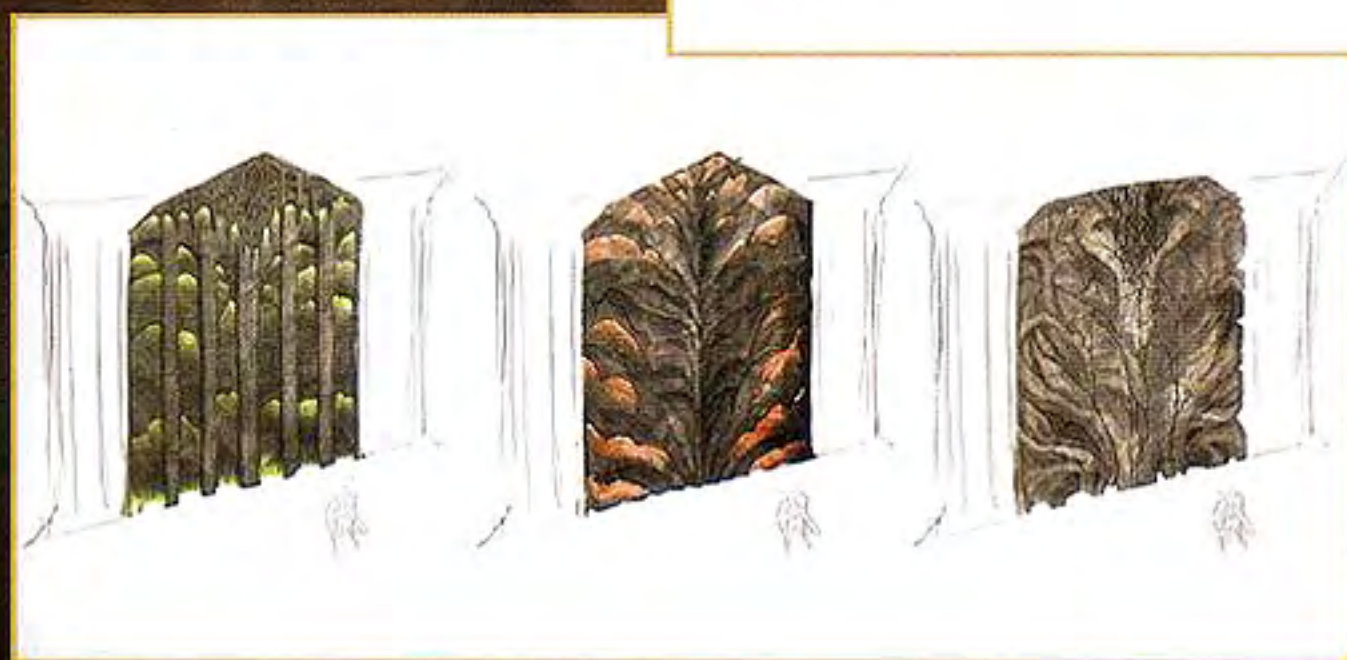
ALTAR DESIGNS



256u

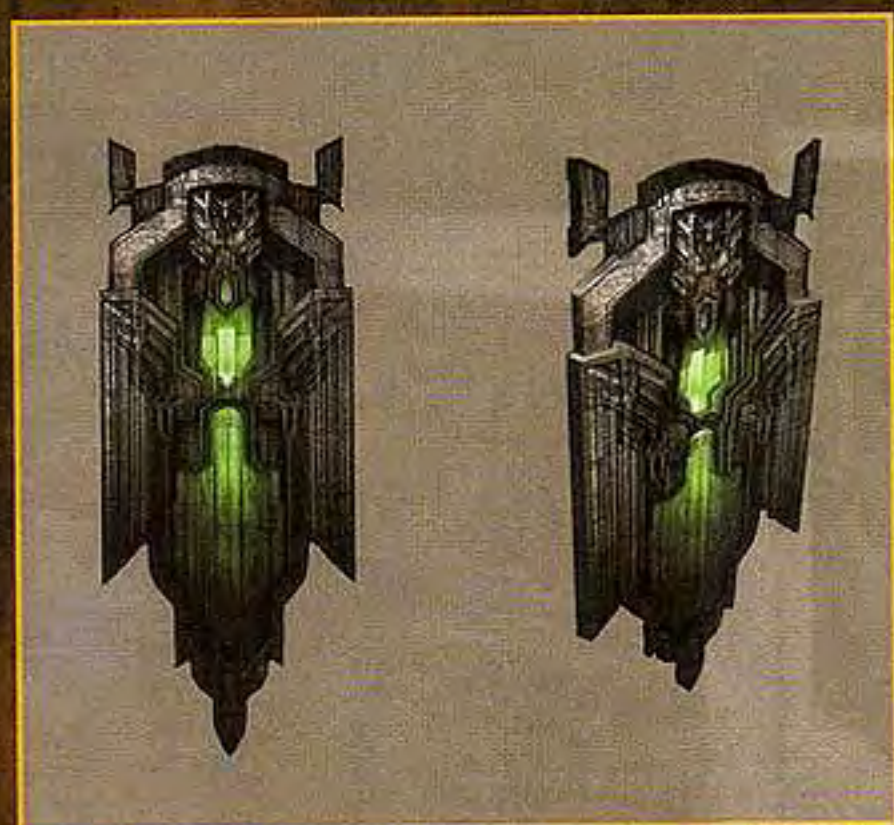
128u

DOOR DESIGNS





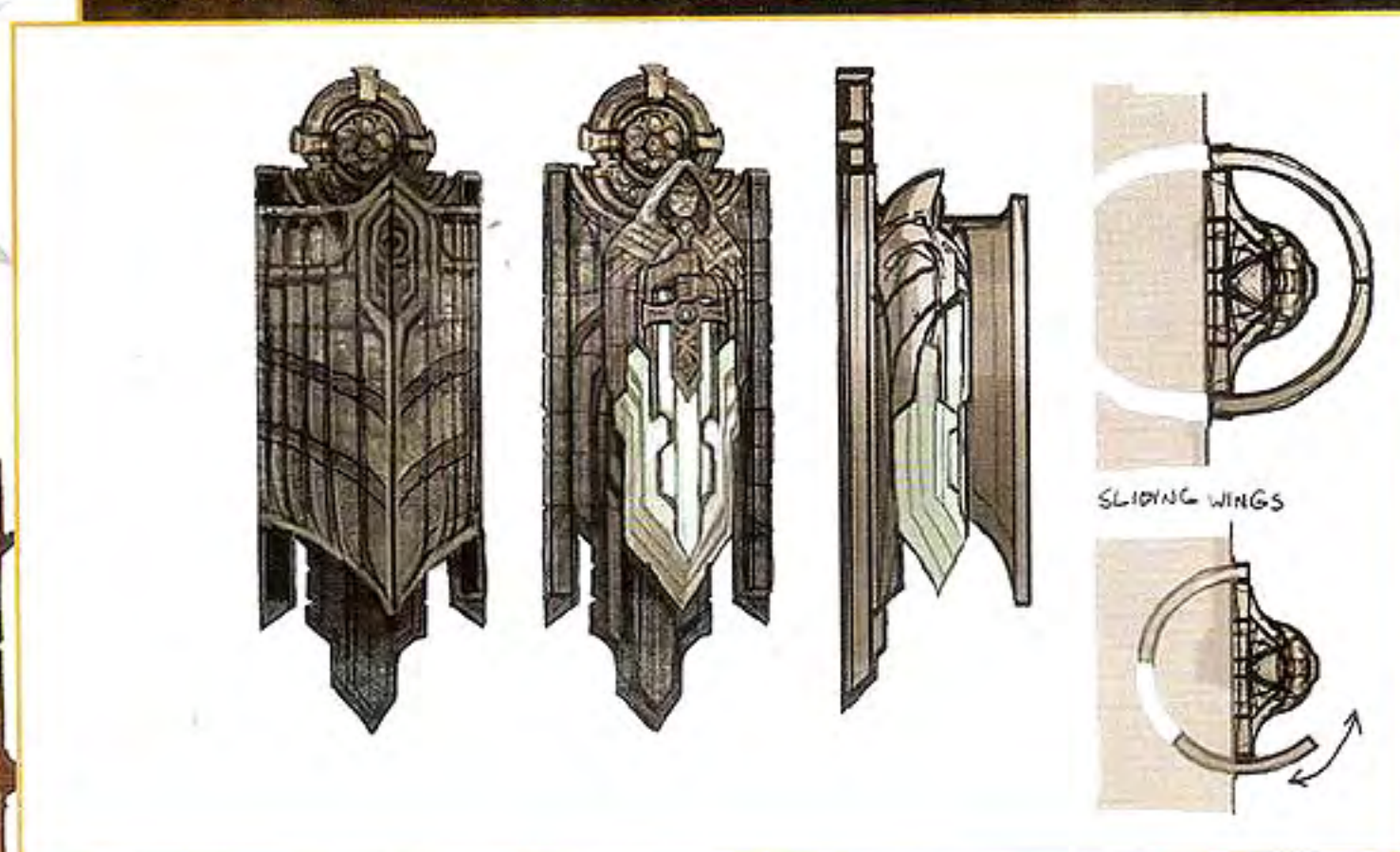
PILLAR HEAD DESIGNS

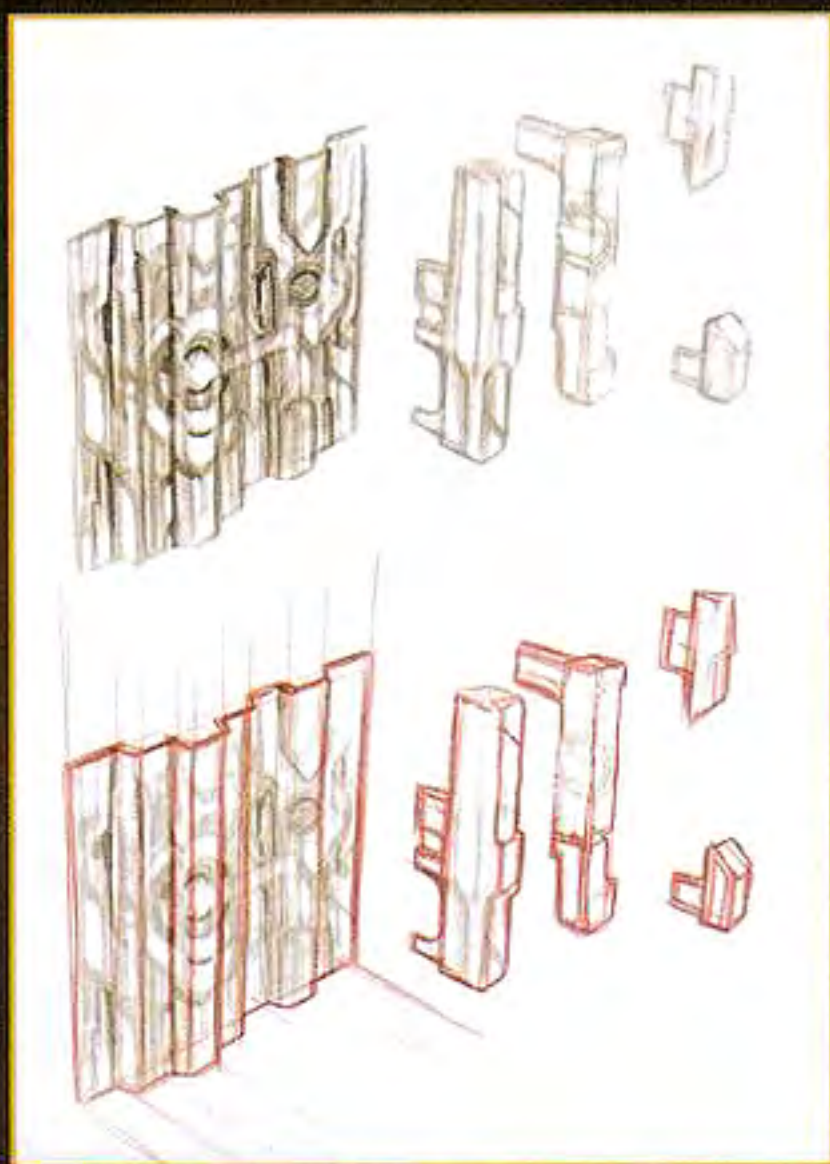


ATTACH POINT CONCEPTS

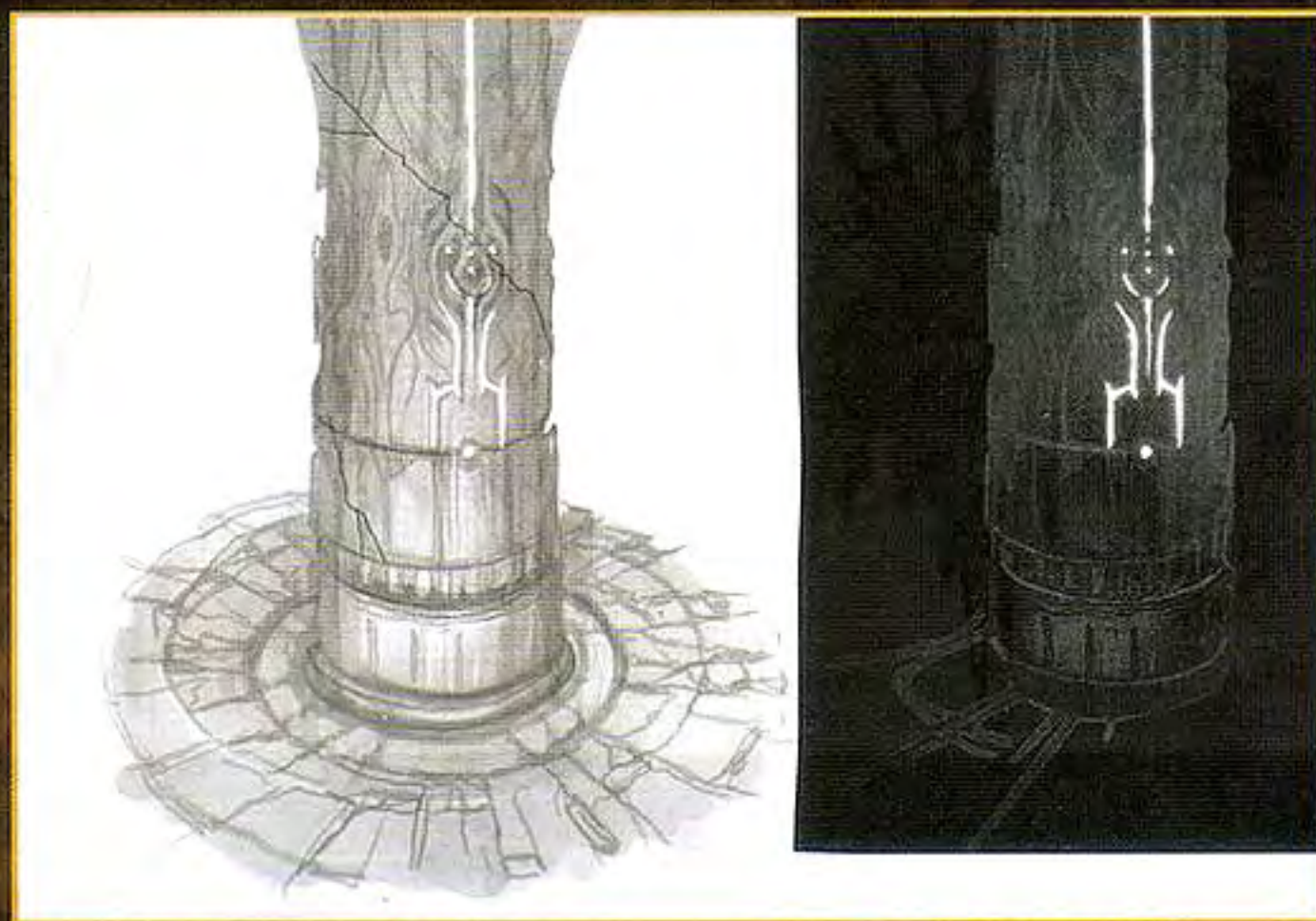


CROSSBLADE SWITCH DESIGNS

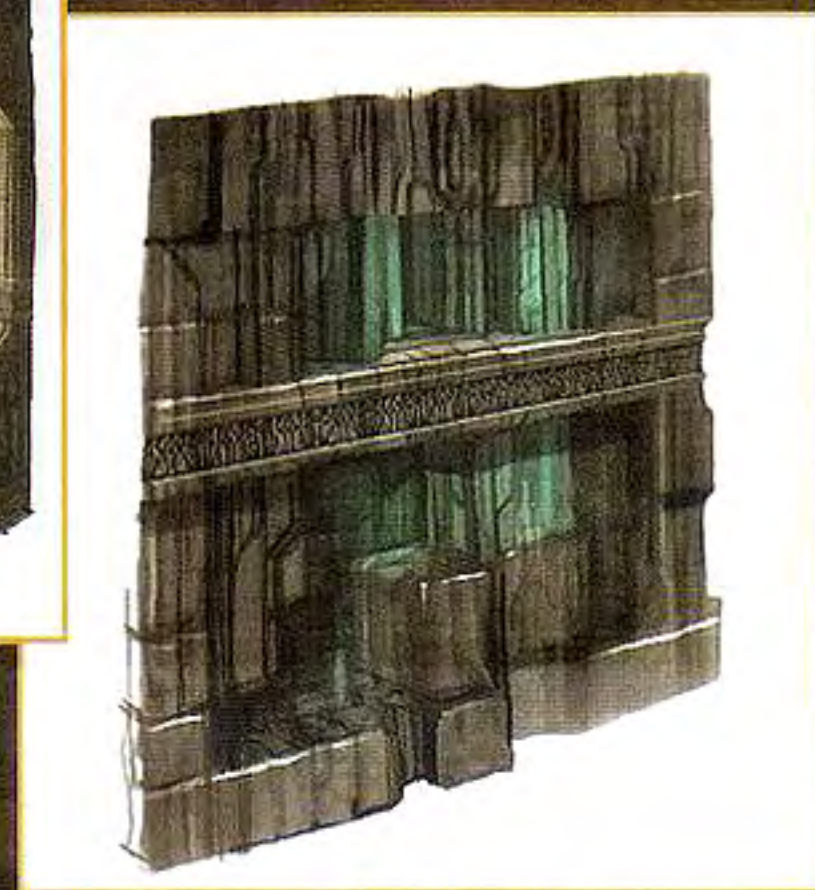
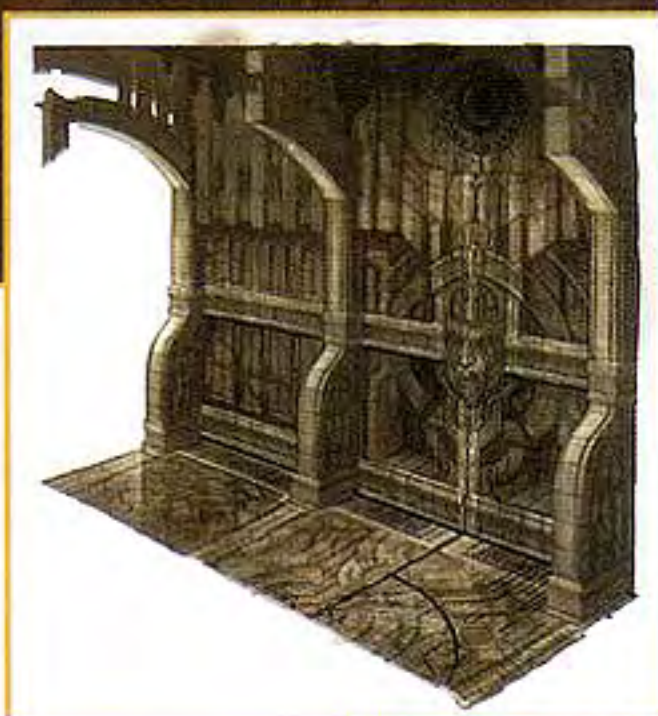




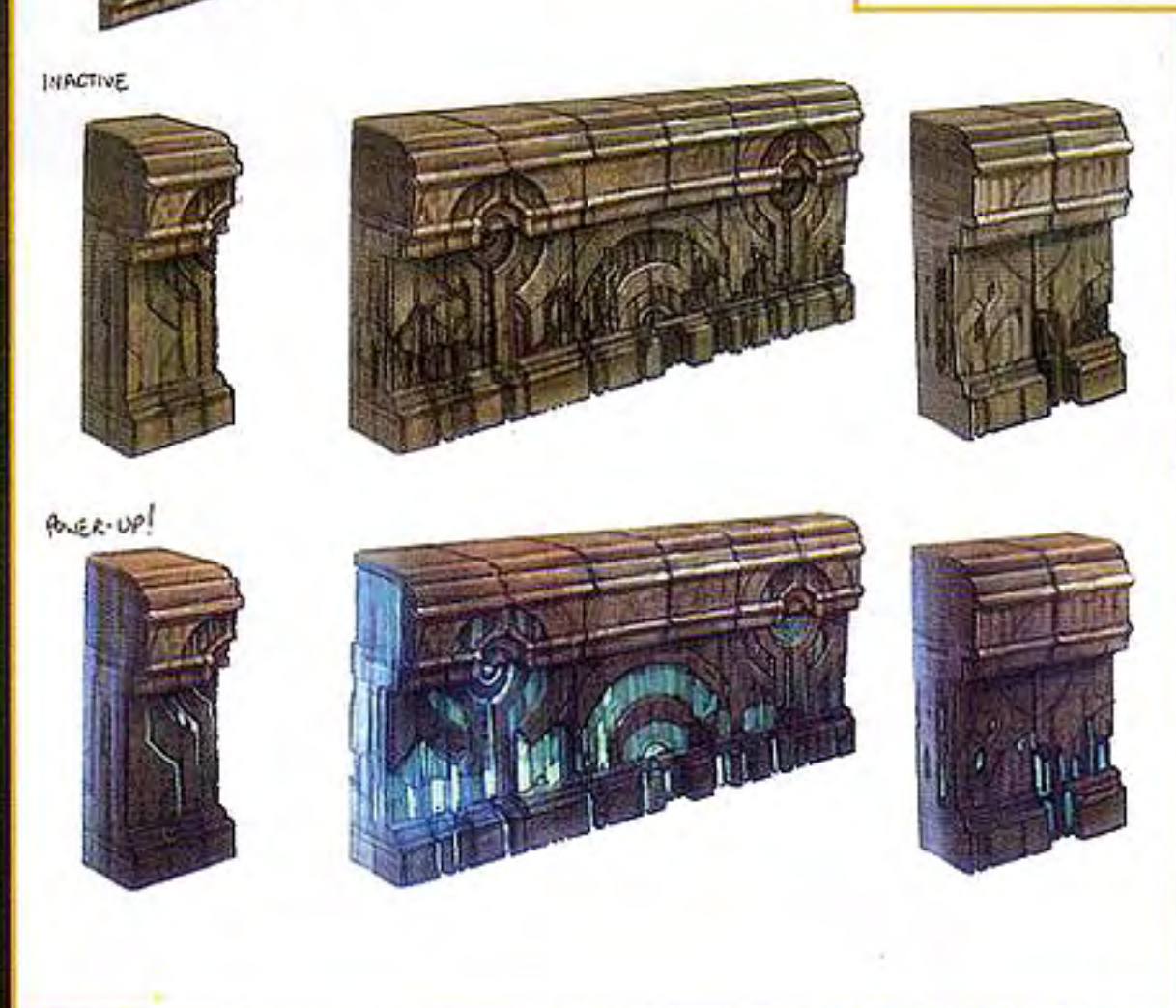
WALL DESIGNS



COLUMN DESIGNS

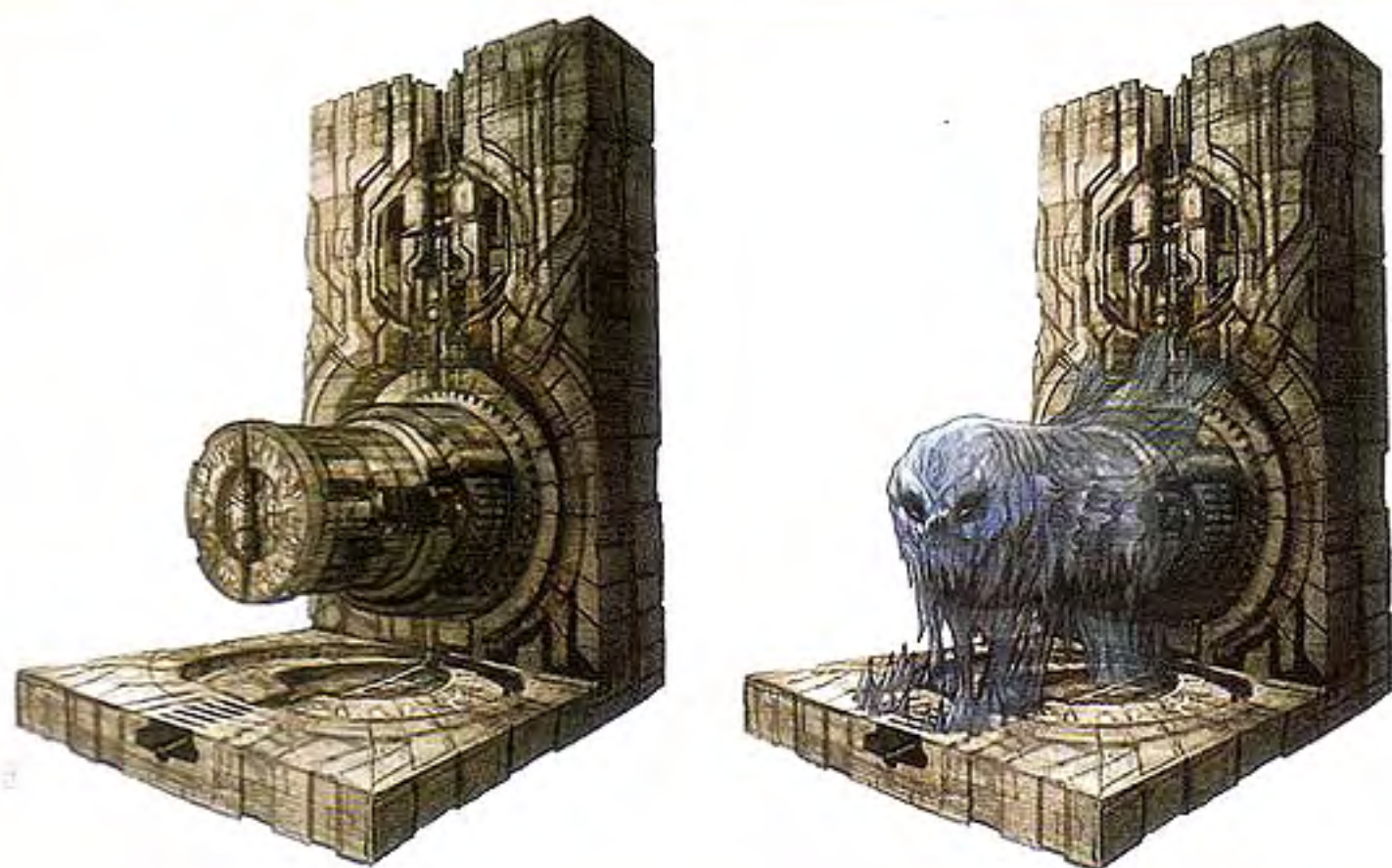


COLUMN DESIGN

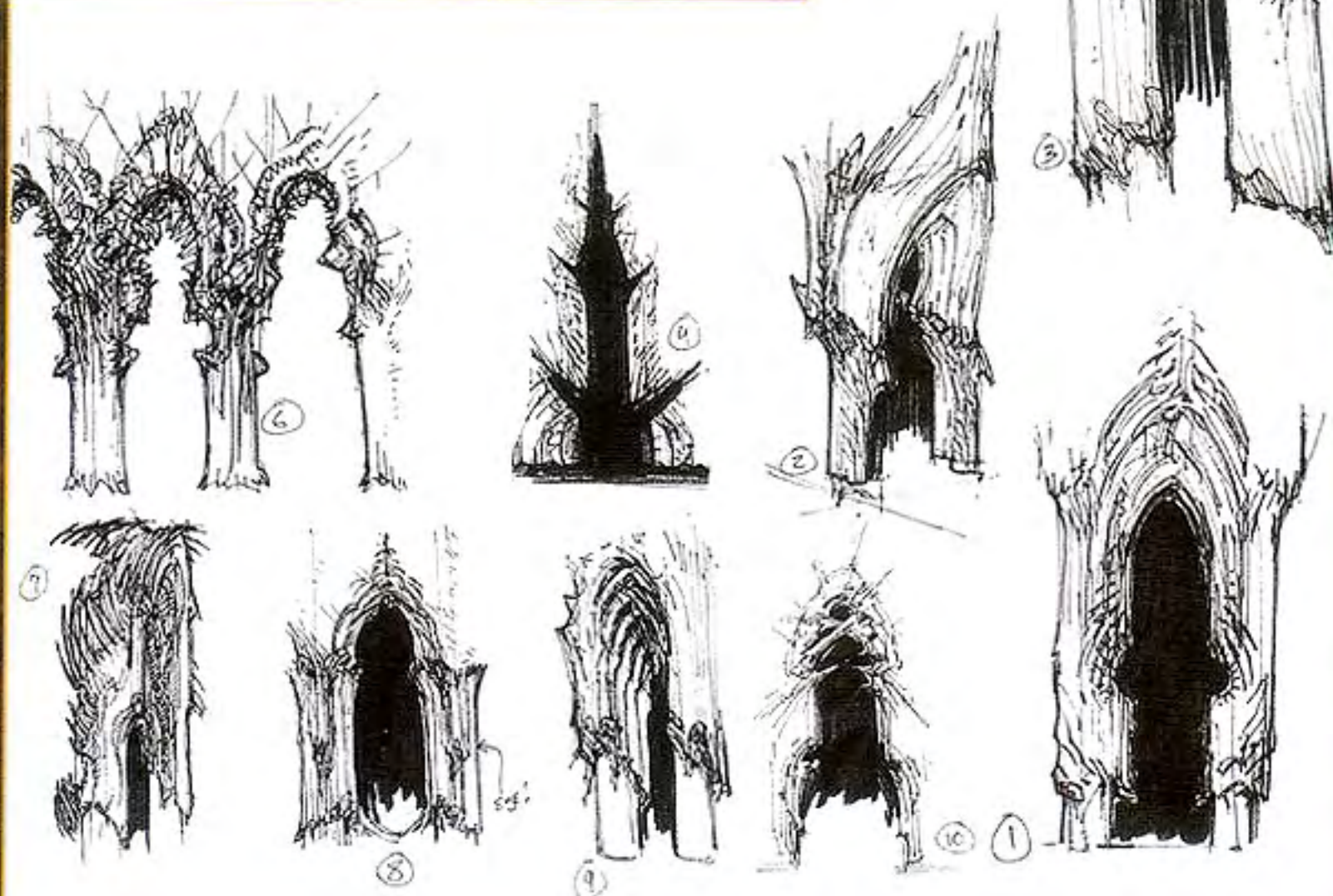


WALL DESIGNS





POWER CONDUIT
DESIGNS

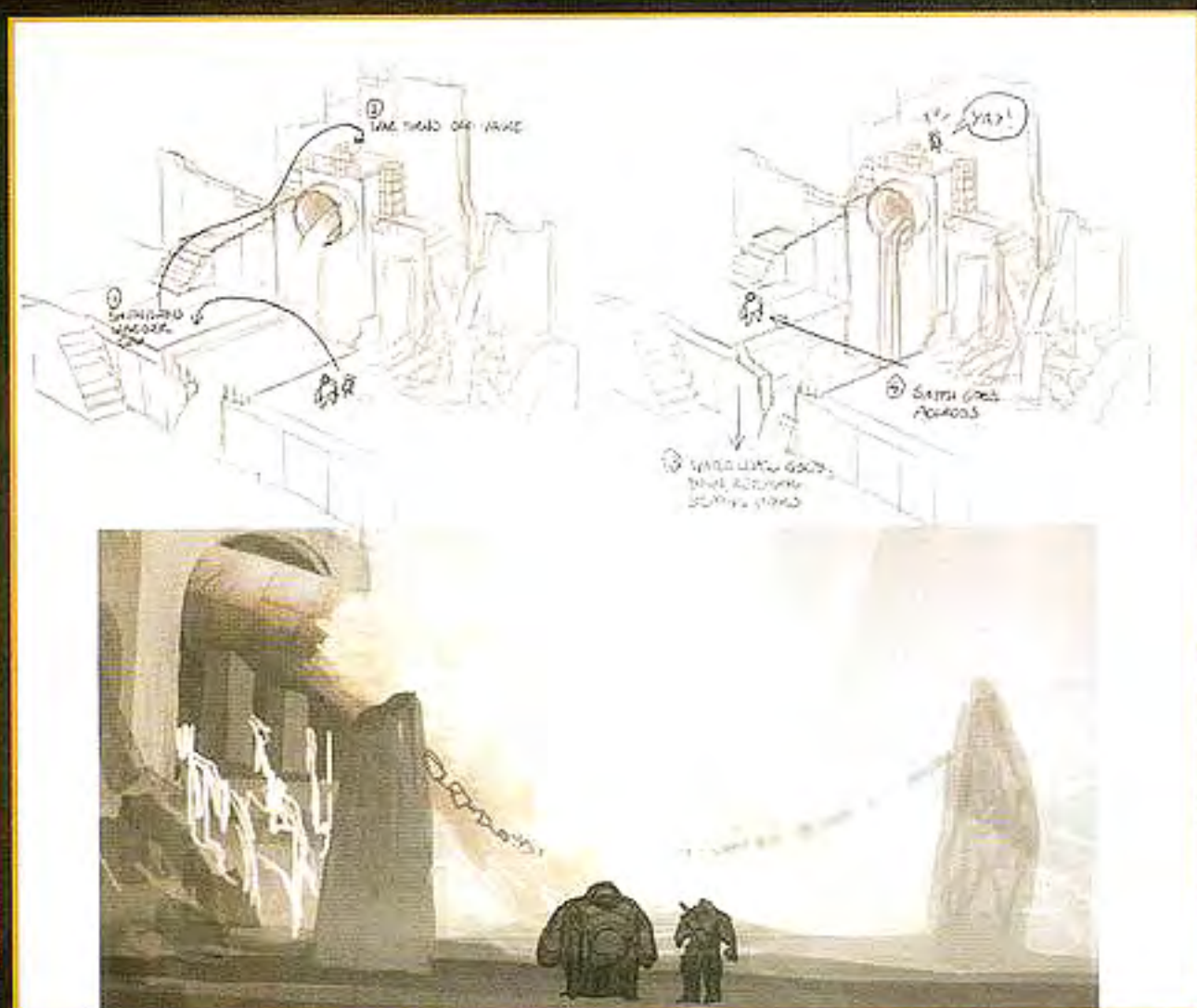


ARCH CONCEPTS



WALL DESIGNS





STEPPING STONES CONCEPT

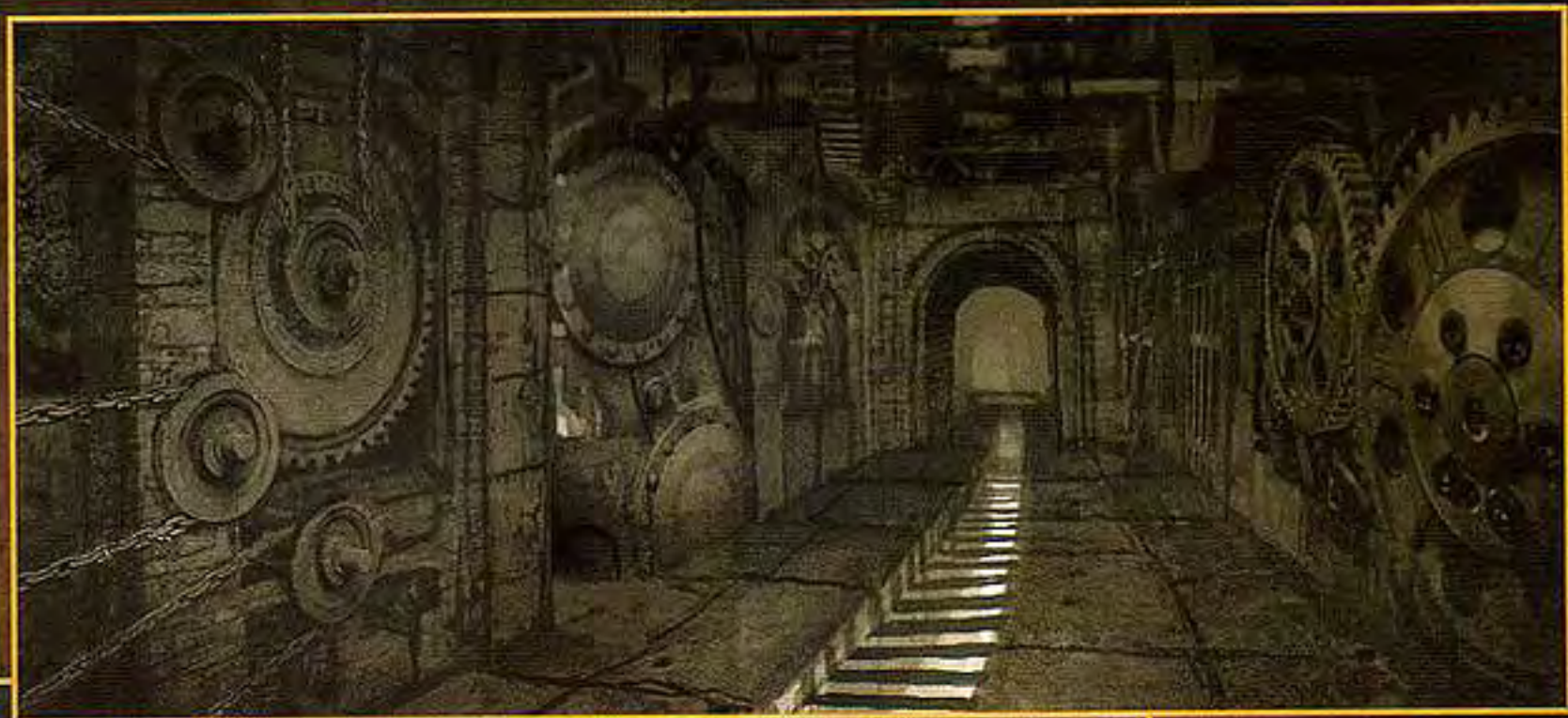


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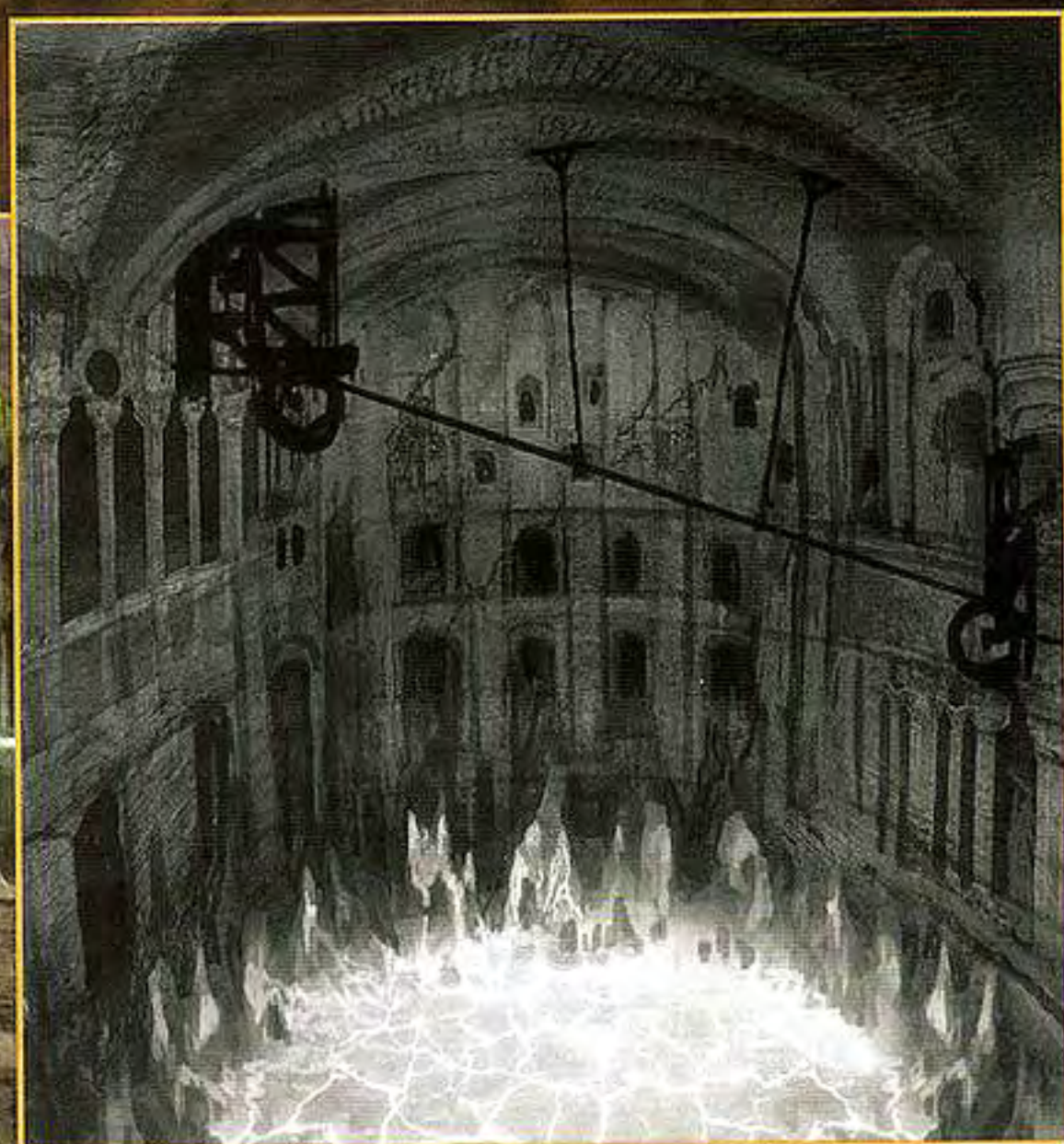


INTERIOR
CONCEPTS

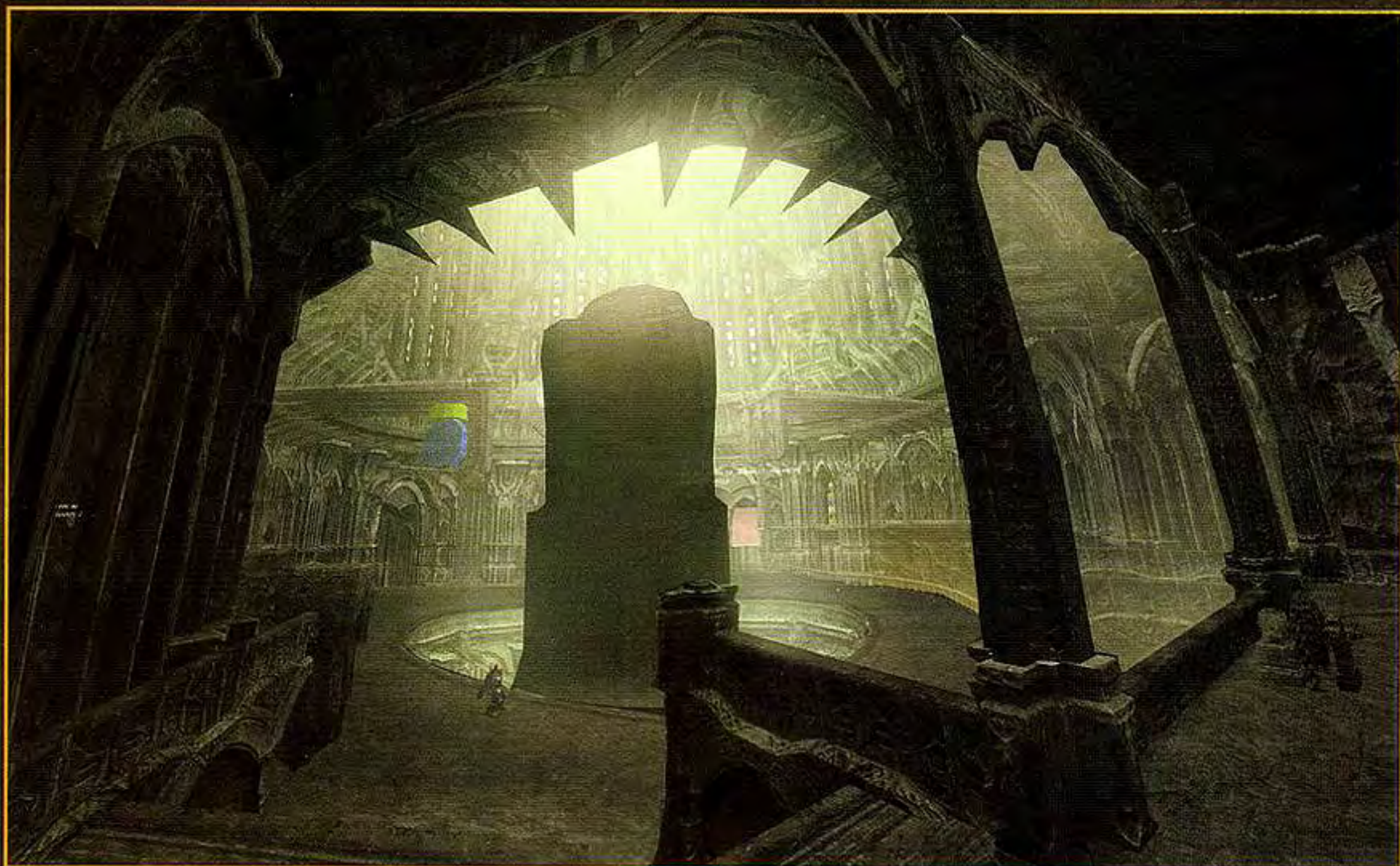




INTERIOR CONCEPTS



INTERIOR CONCEPTS



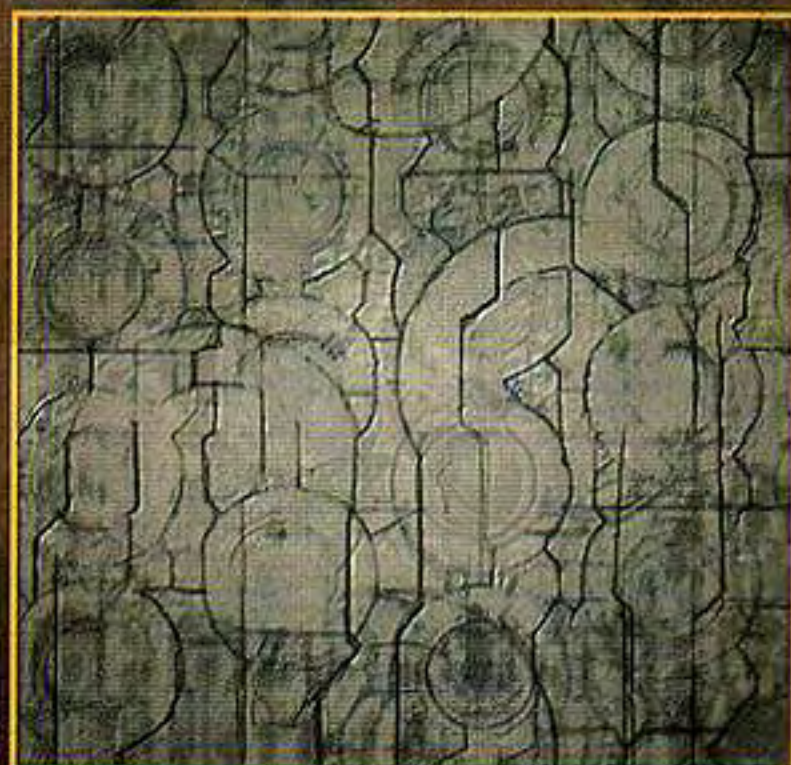
INTERIOR CONCEPT

TEMPEST CLOAK
CONCEPTS



INTERIOR CONCEPT

CEILING TEXTURE

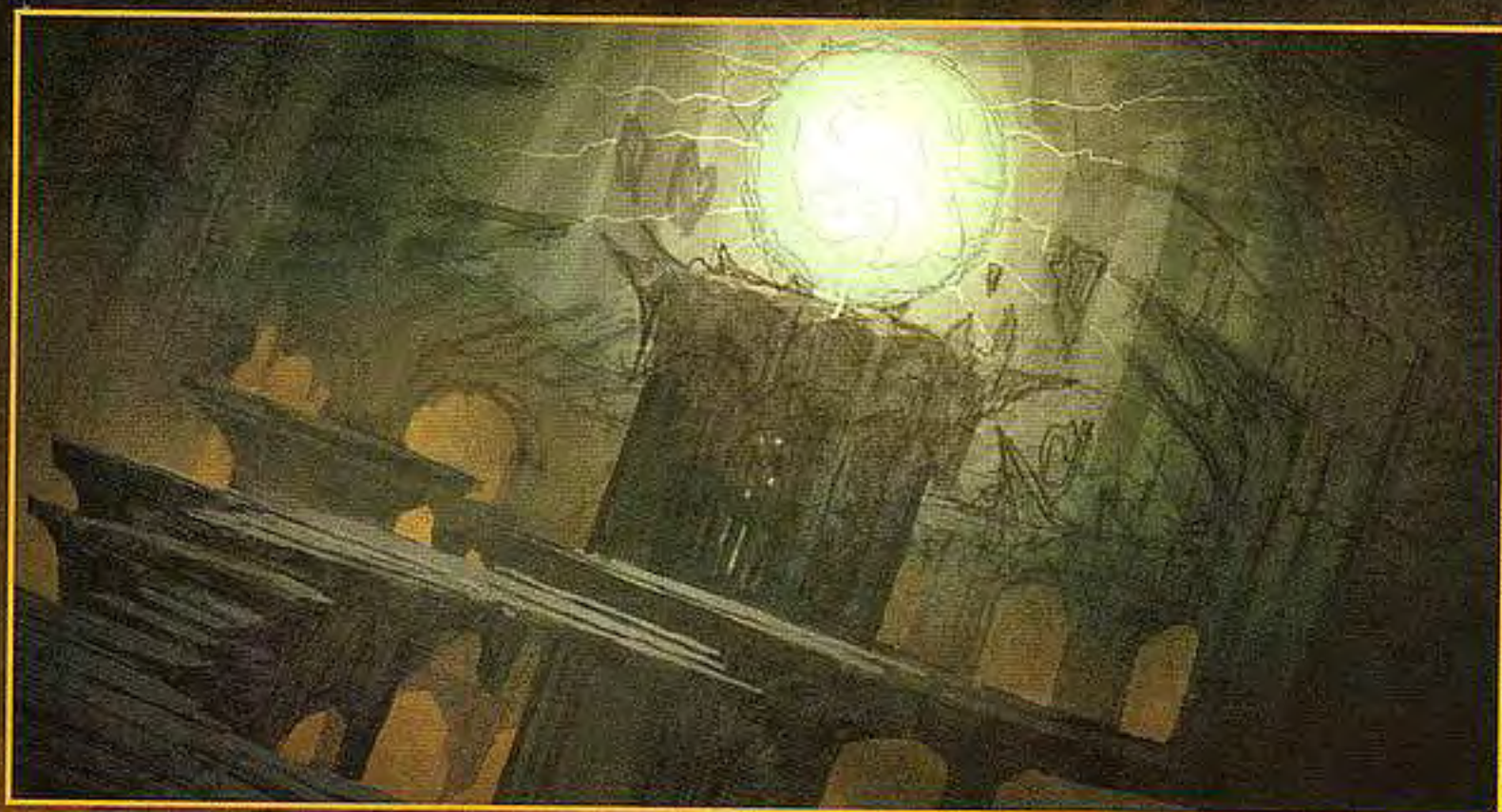




EXTERIOR CONCEPTS



INTERIOR CONCEPTS



SOUL SOURCE CONCEPT



SOUL SOURCE CONCEPTS





DIREY CRACKS!



VERTICAL-IMAGERY

FINAL BATTLE CONCEPTS



YOU COULD HAVE RULED AT MY SIDE.



YOU COULD HAVE RULED AT MY SIDE.

CROSSWINDS AND

FINAL BATTLE CONCEPTS



DARKSIDERS

SWORD CONCEPT



SWORD
OF
WAR

PENCIL ART



Chaos eater

Chaos eater is a sword unlike any other. This unforgiving weapon has slaughtered countless enemies, their fate foretold by the death-masks artfully etched along its massive blade. And many a battle has been decided by Chaos eater's viciously honed edge, which can slice through the thickest demon bone as if it were candle wax.

As with most ancient arcane weapons, Chaos eater's true power can only be unleashed by a master equal to its blood-stained legend. Such a master is the Horseman War. Even after centuries of torment, I tremble to think that War's grim face and upraised sword could be the last things I ever see...

SWORD CONCEPTS

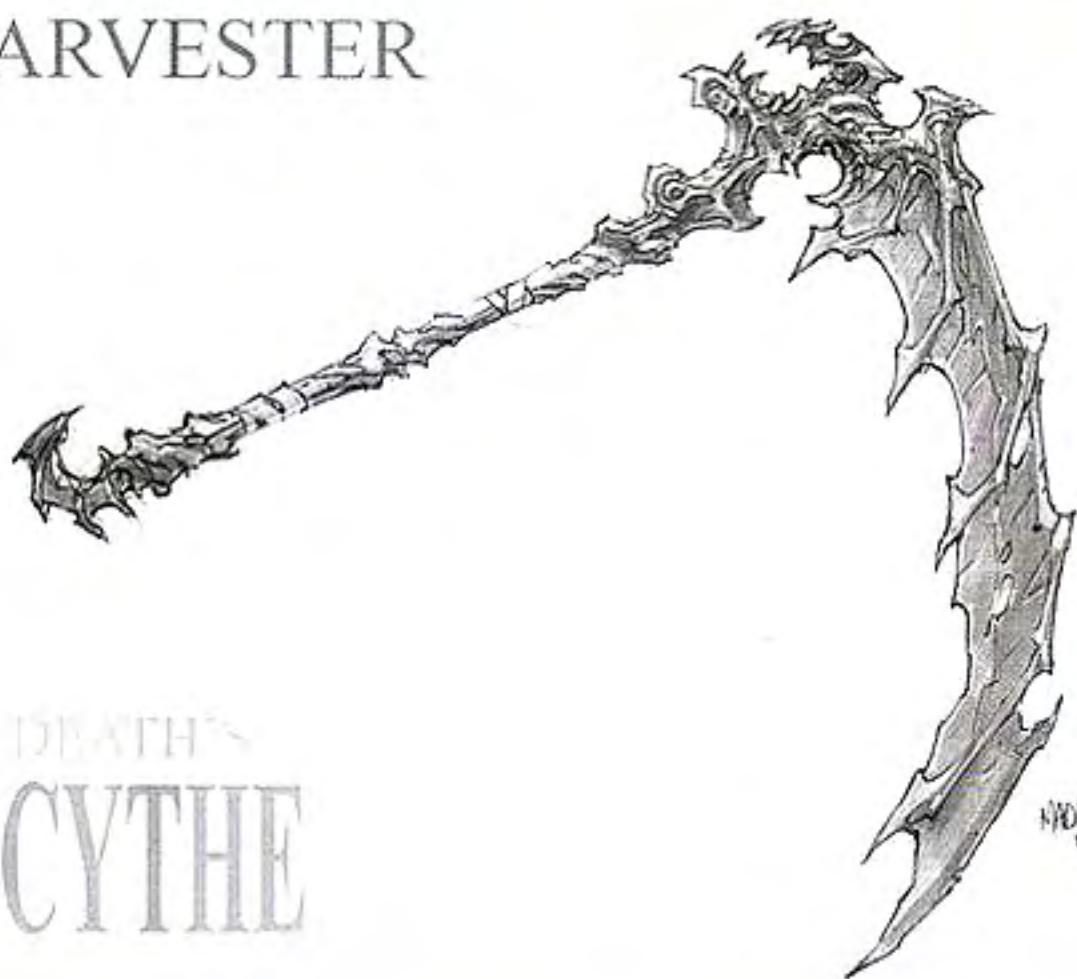




The Harvester

Death's Scythe, the Harvester, boasts a blade that resembles a barbed wing—a fitting shape, for few weapons cut through the air with more graceful—and life-ending—precision. This fabled weapon was made many ages ago, to fill the bony hands of the Horseman Death.

THE HARVESTER



DEATH'S
SCYTHE

PENCIL ART



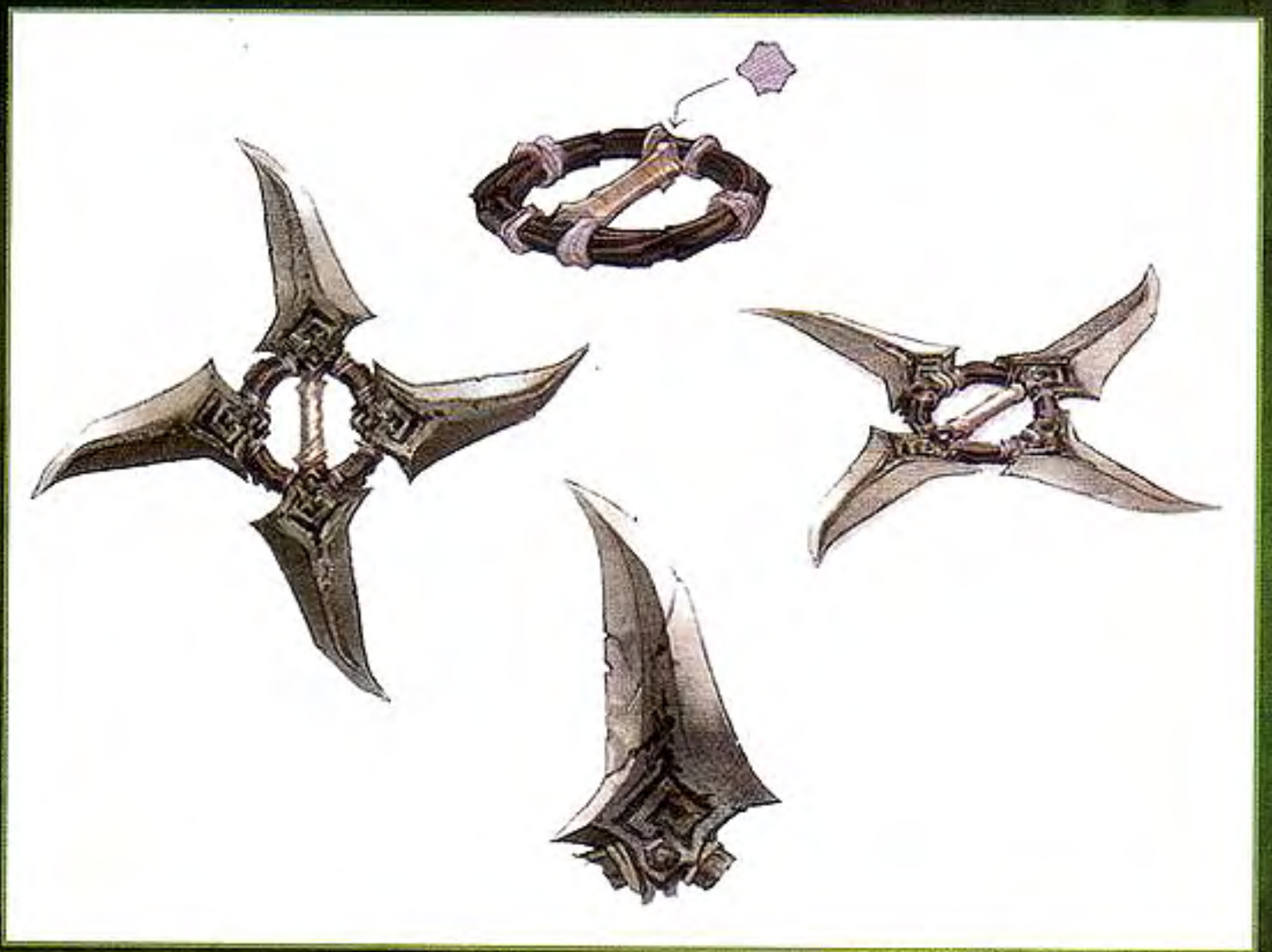
SCYTHE CONCEPTS



SCYTHE CONCEPTS

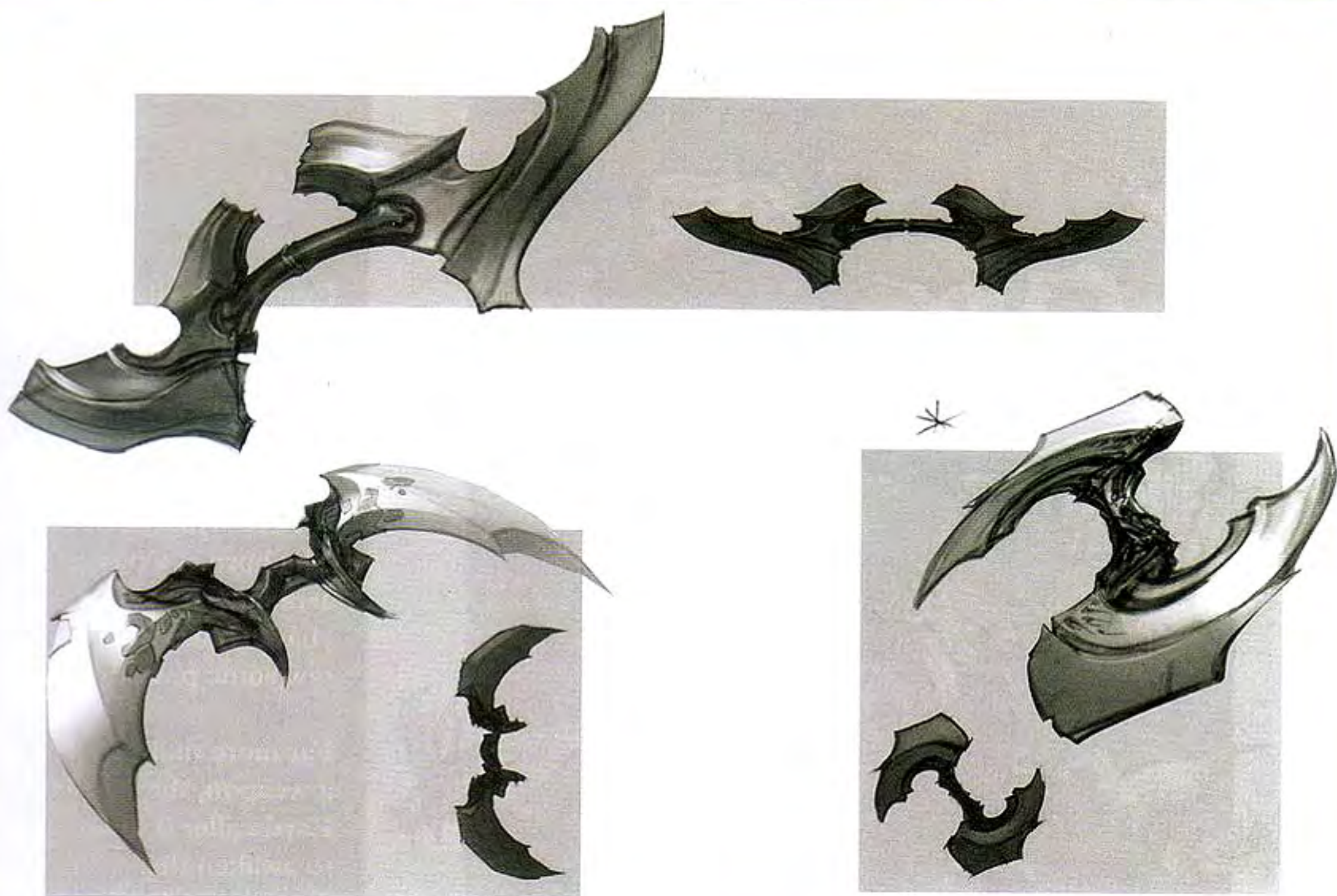
Crossblade

CROSSBLADE
DESIGNS



DEVELOPMENT SKETCHES

DEVELOPMENT SKETCHES



There are many profane weapons scattered about the ash of Man's kingdom. Few can match the speed and lethality of the Crossblade. It is a cluster of four blades that can be thrown with brutal force. After arcing deep into flesh, the Crossblade returns to its wielder's hand, ready to be thrown again.

And if that were not enough, the weapon carries an additional, malevolent secret. The Crossblade can absorb the properties of certain elements it passes through—such as fire and plague—and translate them into further mutilation. Even the mightiest of the Dark One's legions would dread a warrior who brandished a weapon of such devastating power.



CROSSBLADE CONCEPTS

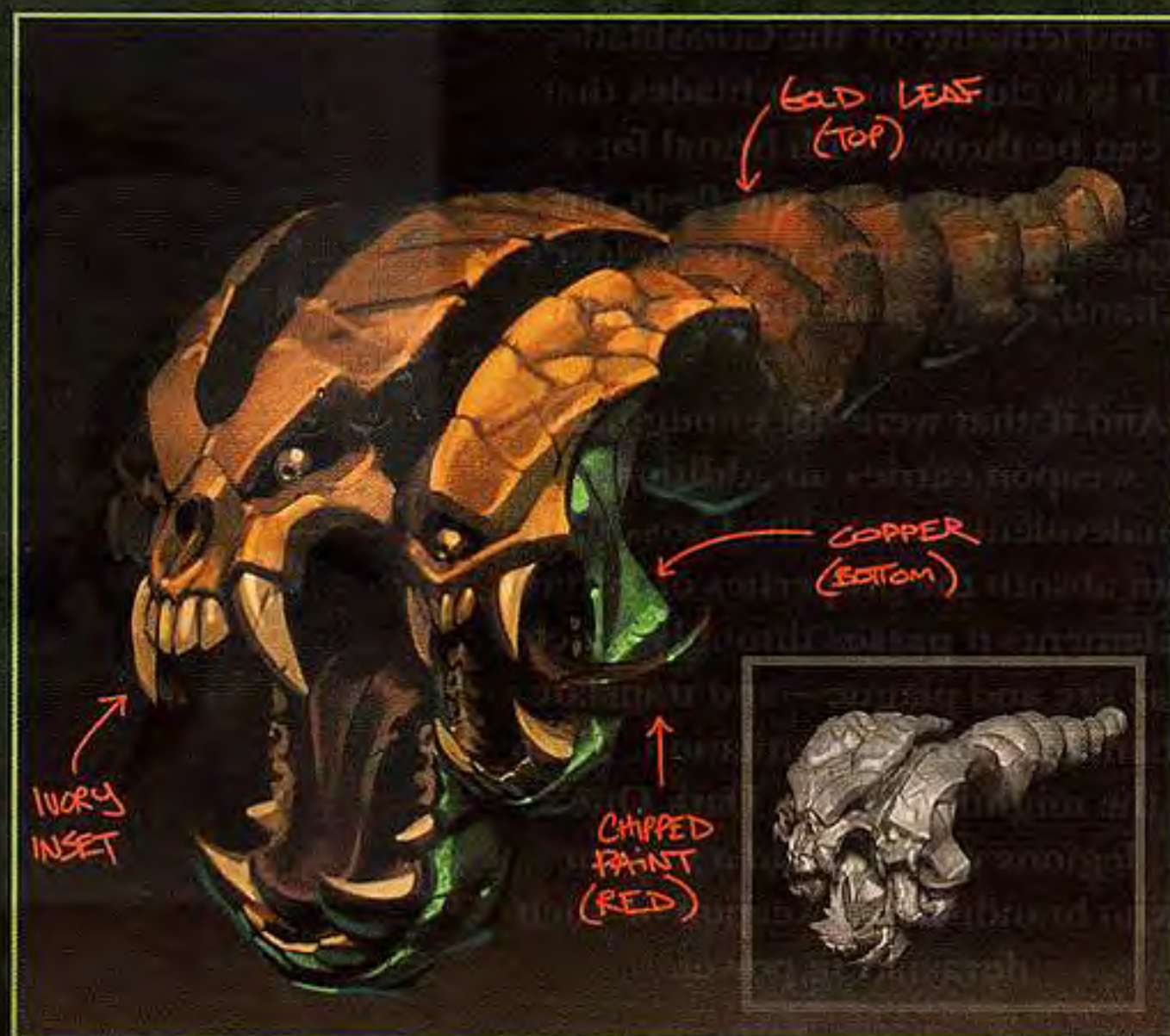


Even when silent, the Earthcaller appears to be screaming. Its mouth has been carved to resemble two demon faces twisted with rage. The horn is a powerful artifact, able to channel fury into raw sonic power.

Far more than a weapon, the Earthcaller is able to awaken the Tormented Gates. I believed this artifact lost. Now I pray that it does not fall into the wrong hands.

DEVELOPMENT SKETCHES

Earthcaller



HORN DESIGN

There is a realm hidden behind our own, where shadows swirl to conceal relics of unimaginable power, sequestered from the physical world. The Mask of Shadows allows one to peer into this domain, and to acquire the artifacts—and power—shrouded within.

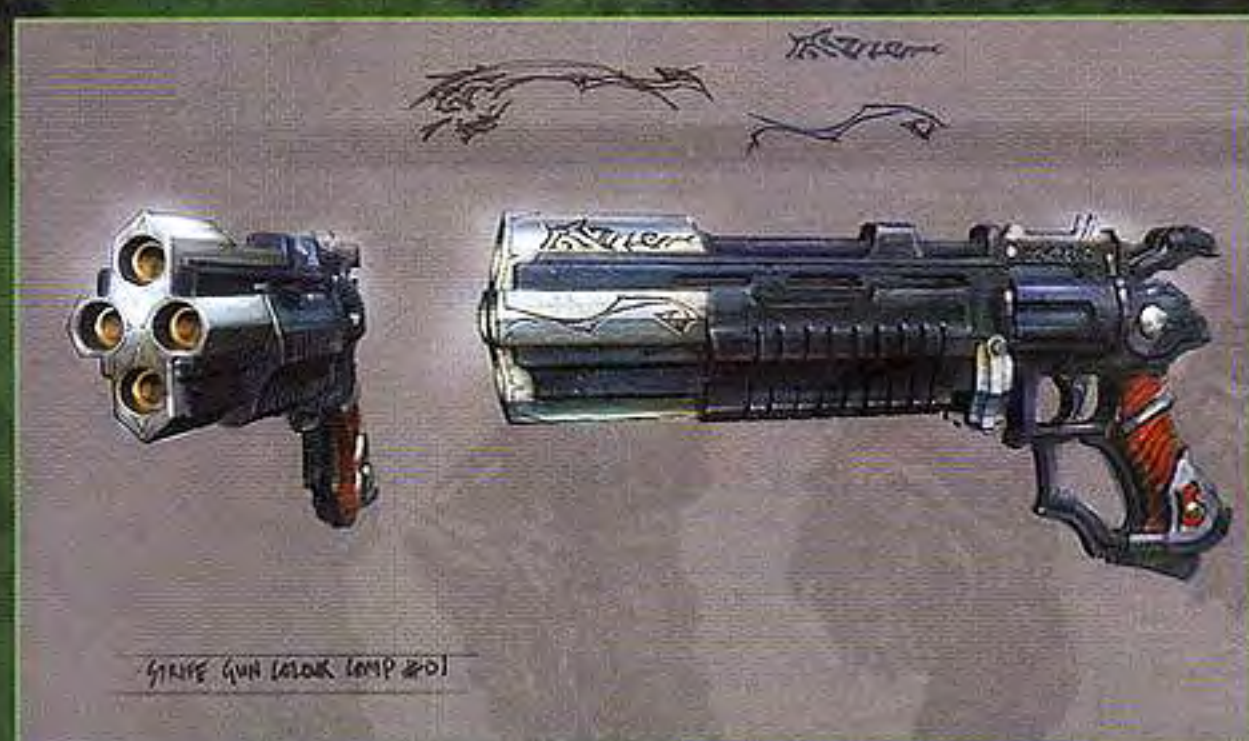
But beware. The Destroyer's kingdom may extend even to this unknown dimension. And wherever demons are found, even darker things lurk, just out of sight.

Mask of Shadows

CG TURNAROUNDS



MASK CONCEPTS



GUN DESIGN

On the battlefields of the ruined Earth, the pistol known as Mercy would seem modest. With four barrels ornamented by simple depictions of smoke and flame, it is easily dwarfed by weapons wielded by angels and demons alike. Yet it is far deadlier than any firearm I have seen.

Mercy generates its own supply of lethal bullets. The rate of fire is defined only by how quickly its master can pull the trigger. In skilled hands, the gun's endless fusillade of bullets can cut down an entire enemy regiment. Although this weapon has yet to surface on Earth, I feel it, somewhere, close at hand.

Mercy



GAUNTLET CONCEPTS

Tremor Gauntlet



Among the relics lost beneath the earth, the Tremor Gauntlet is uniquely frightening. It is an ancient glove lined with spikes, a glaring demon face etched onto its surface. The demon's eyes glow red with a single purpose—to amplify power. To possess the Tremor Gauntlet is to become the weapon.

For the Tremor Gauntlet's master, each finger has the fortitude to break enemies in half. Imagine armor imploding at the force of a blow, and massive barriers crumbling to dust. It is the stuff of demons' dreams. For the rest of us, let us hope it remains only in our nightmares.



GAUNTLET DESIGN



DEVELOPMENT SKETCHES



DEVELOPMENT SKETCHES

Abyssal Chain

Death is not always a cacophony of death cries and armor-beating. Sometimes it is a muffled tchink...a silent pause... and a sharp point through the heart.

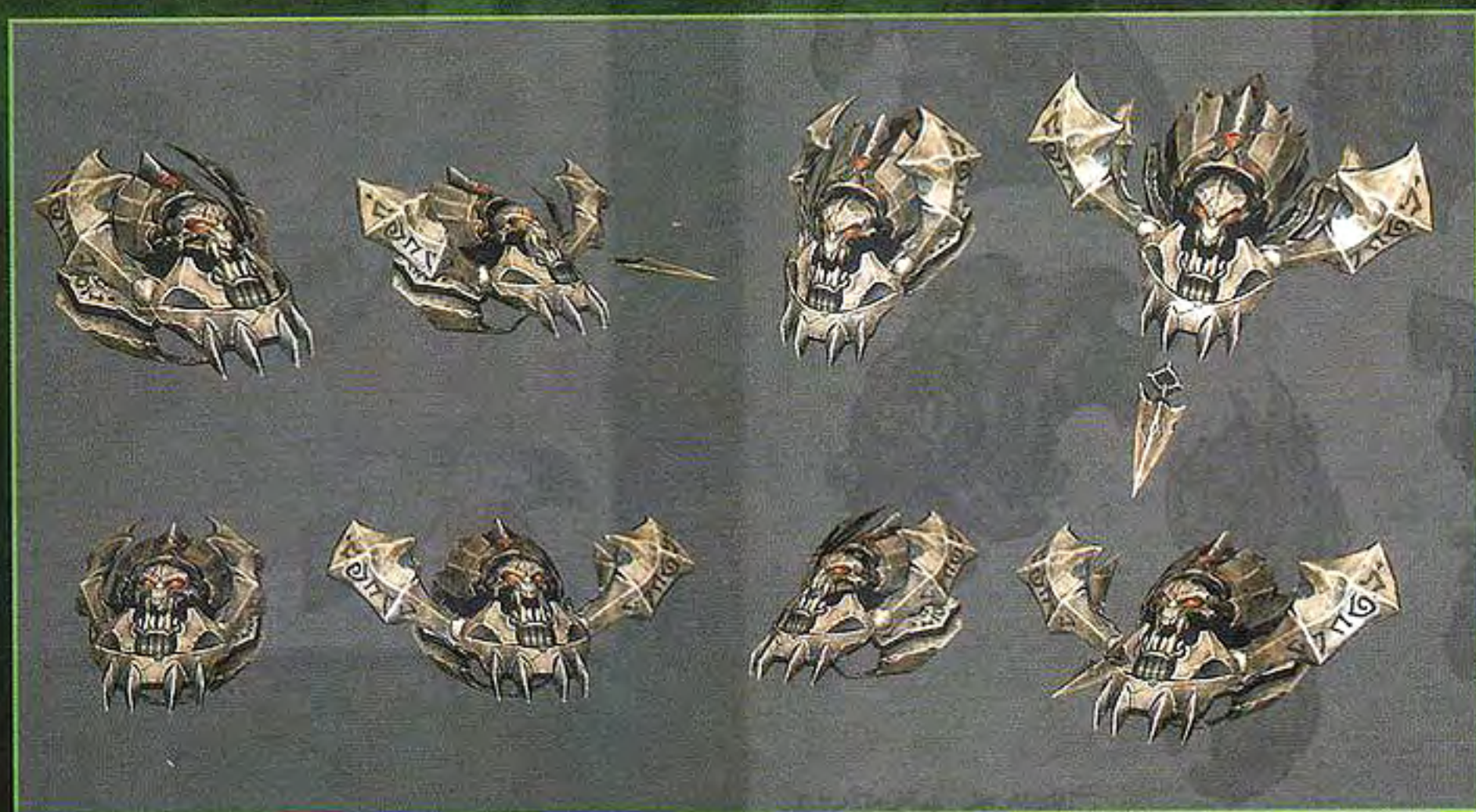
The Abyssal Chain is a supernatural gauntlet forged to deliver such a fate. It fires a spearhead out of its engraved mouth with blinding speed, unspooling a chain behind it.

This chain can be retracted to drag a dying foe to an even fouler fate.

Or, it can pull the Hook and its master skyward to swing across the wastes.



CHAIN DESIGN



CG RENDERS



DEVELOPMENT SKETCHES



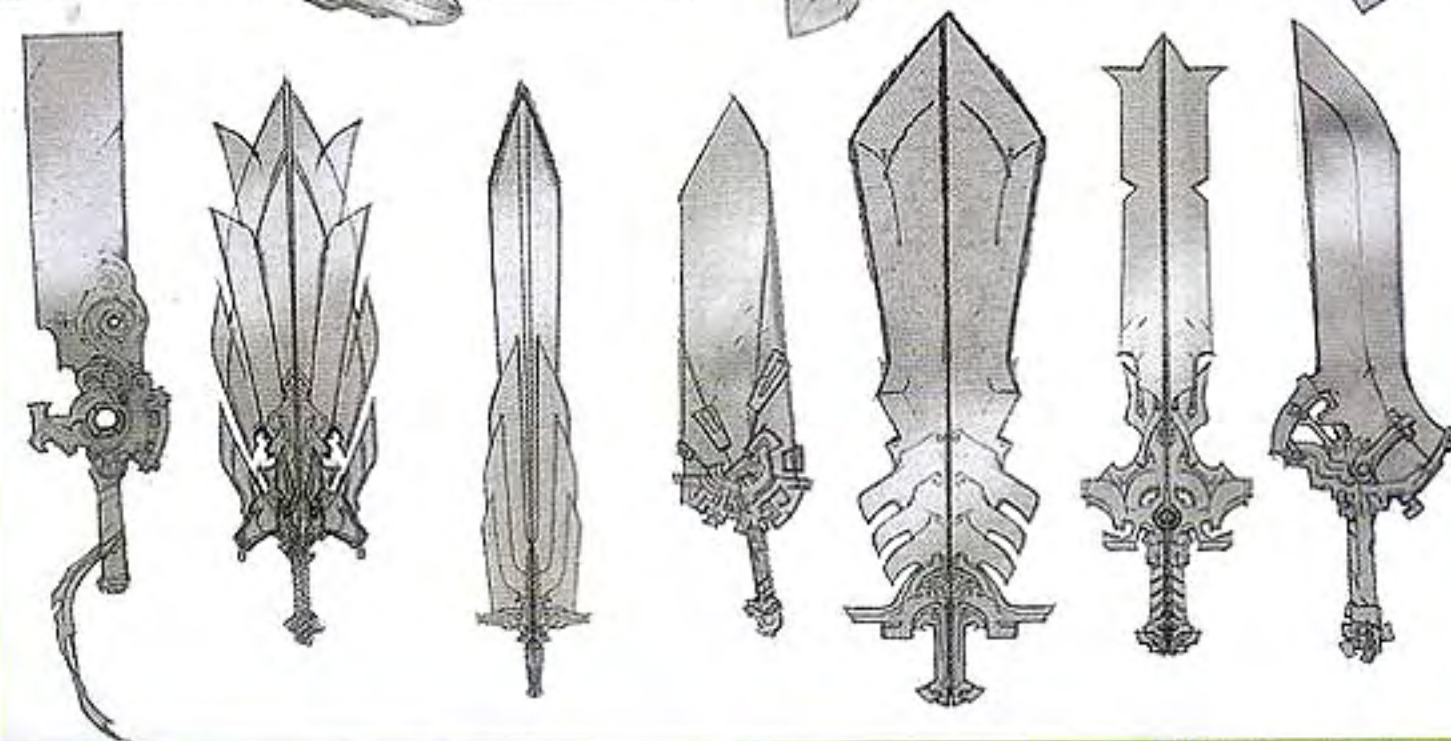
DEVELOPMENT SKETCHES

Voidwalker

The Voidwalker does what no mere weapon can: It opens a hole in reality itself.

This arcane artifact seethes with energy, which can be fired through the veil of the universe. When two such perforations are made, dimensional space curves back upon itself--and Voidwalker's holes are connected. To step into one hole is to exit the other to a new location. Thus, the Voidwalker's master can weave his way through the byzantine wastes, to access every bloody nook and corpse-filled cranny.

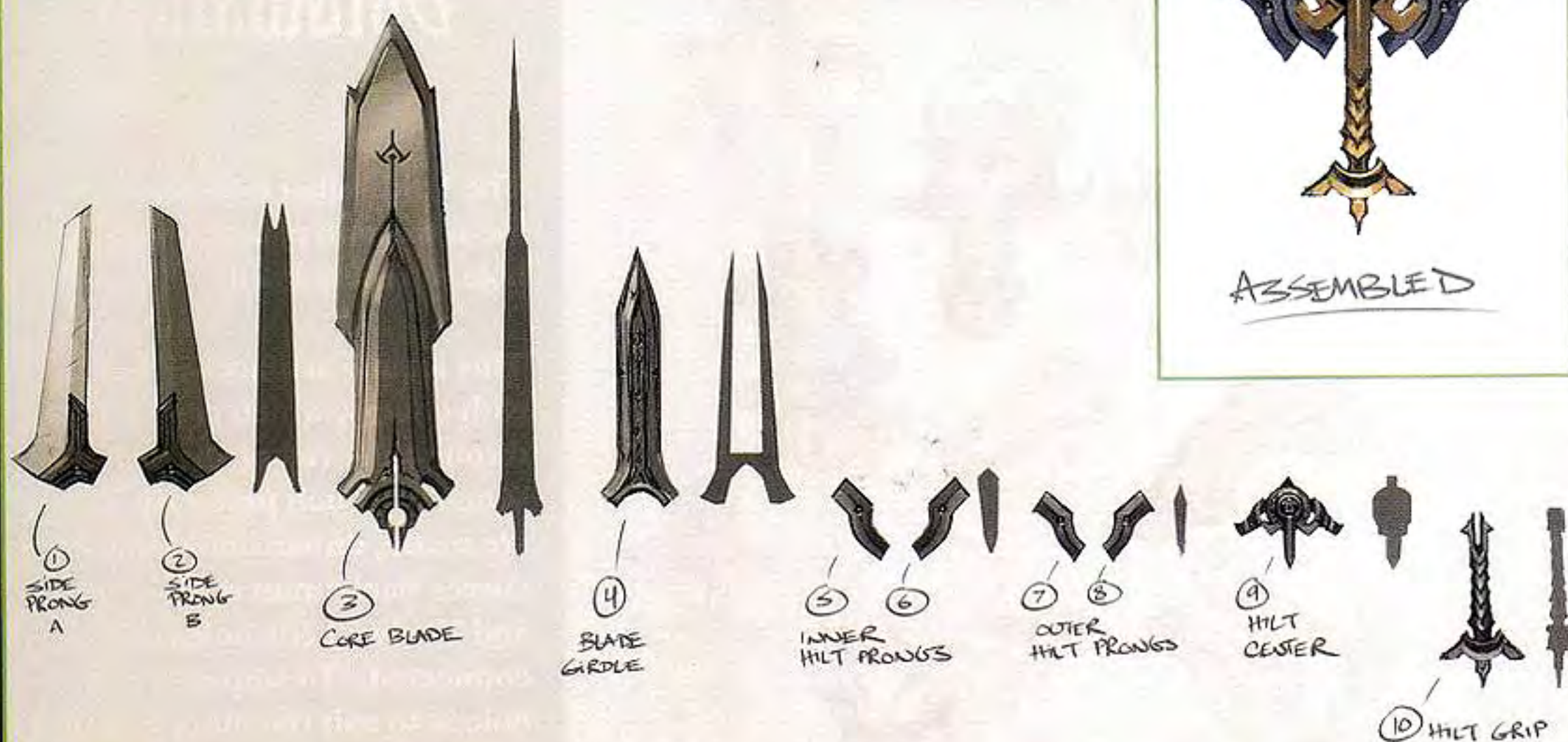
Armageddon Blade



DEVELOPMENT SKETCHES



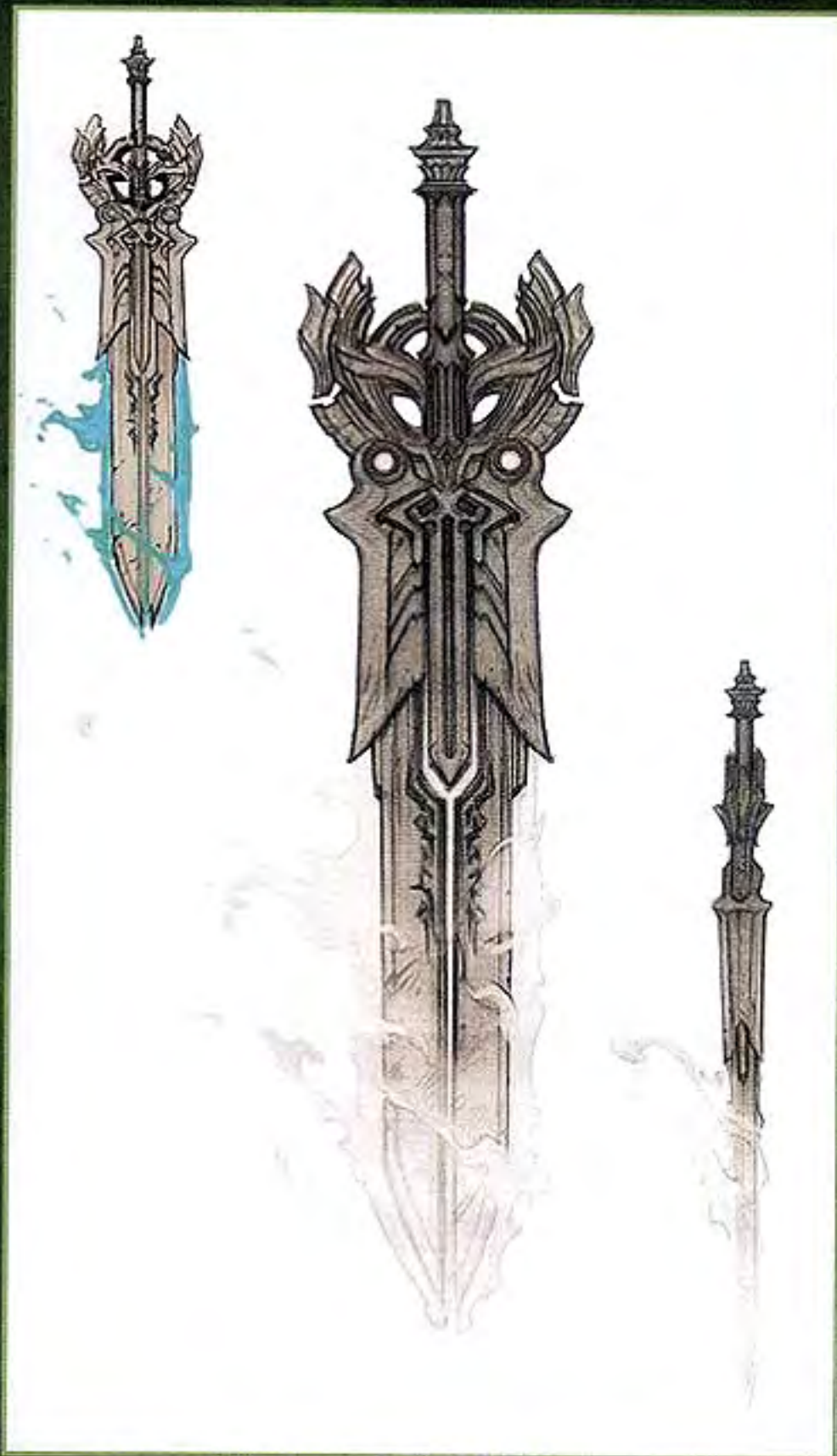
ASSEMBLED



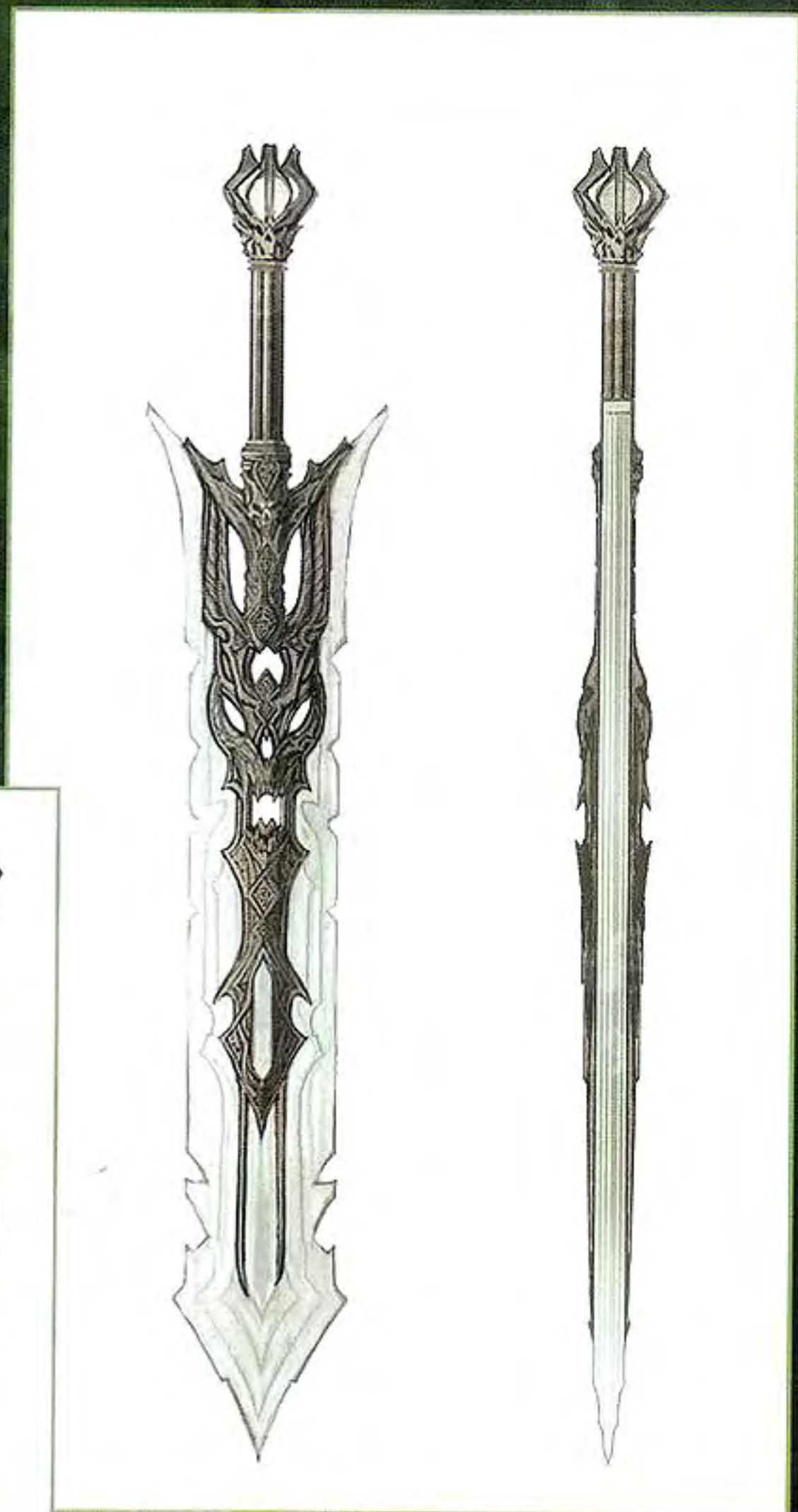
ARMAGEDDON BLADE - PIECES

SWORD PIECES

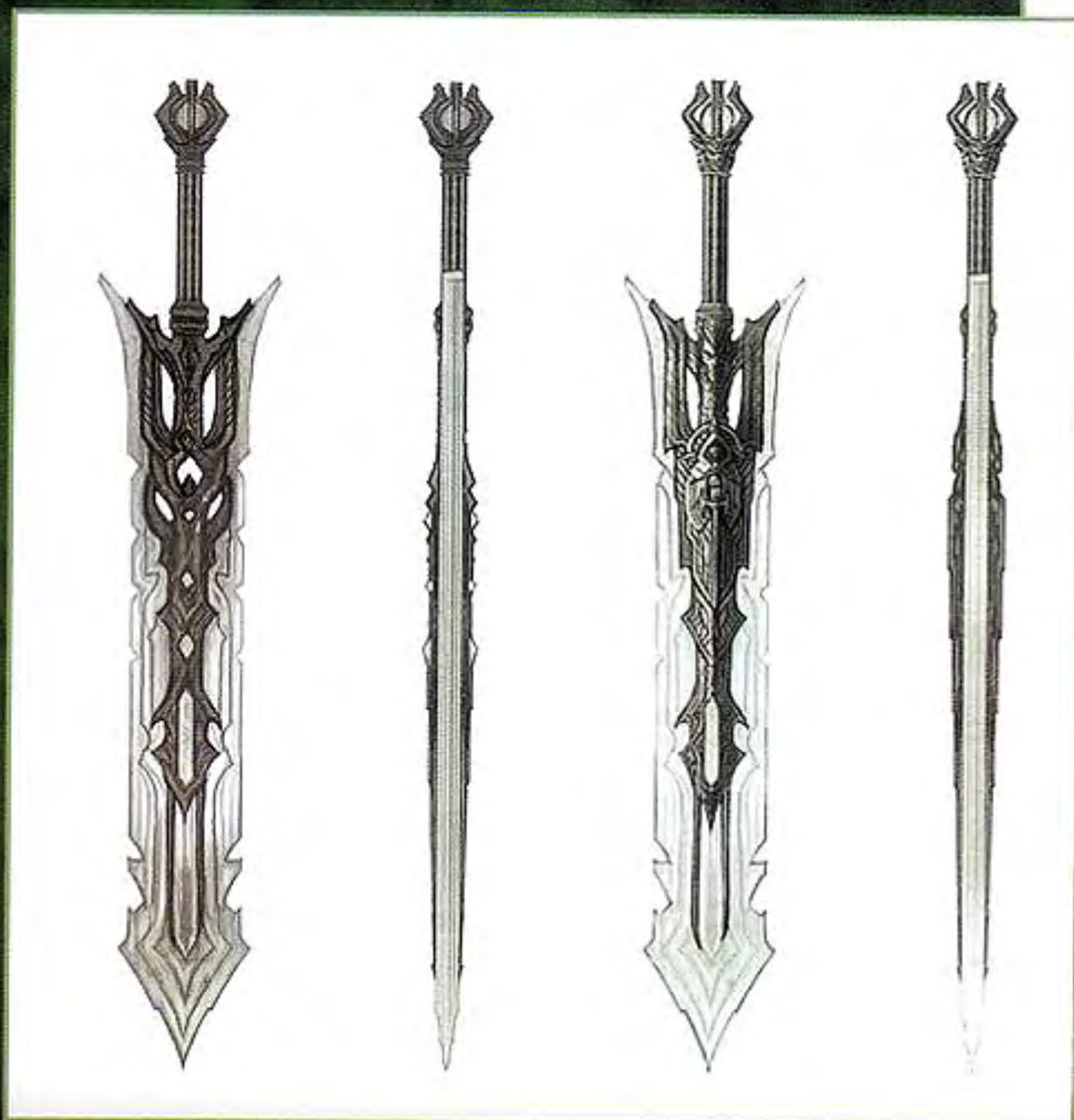
Swords

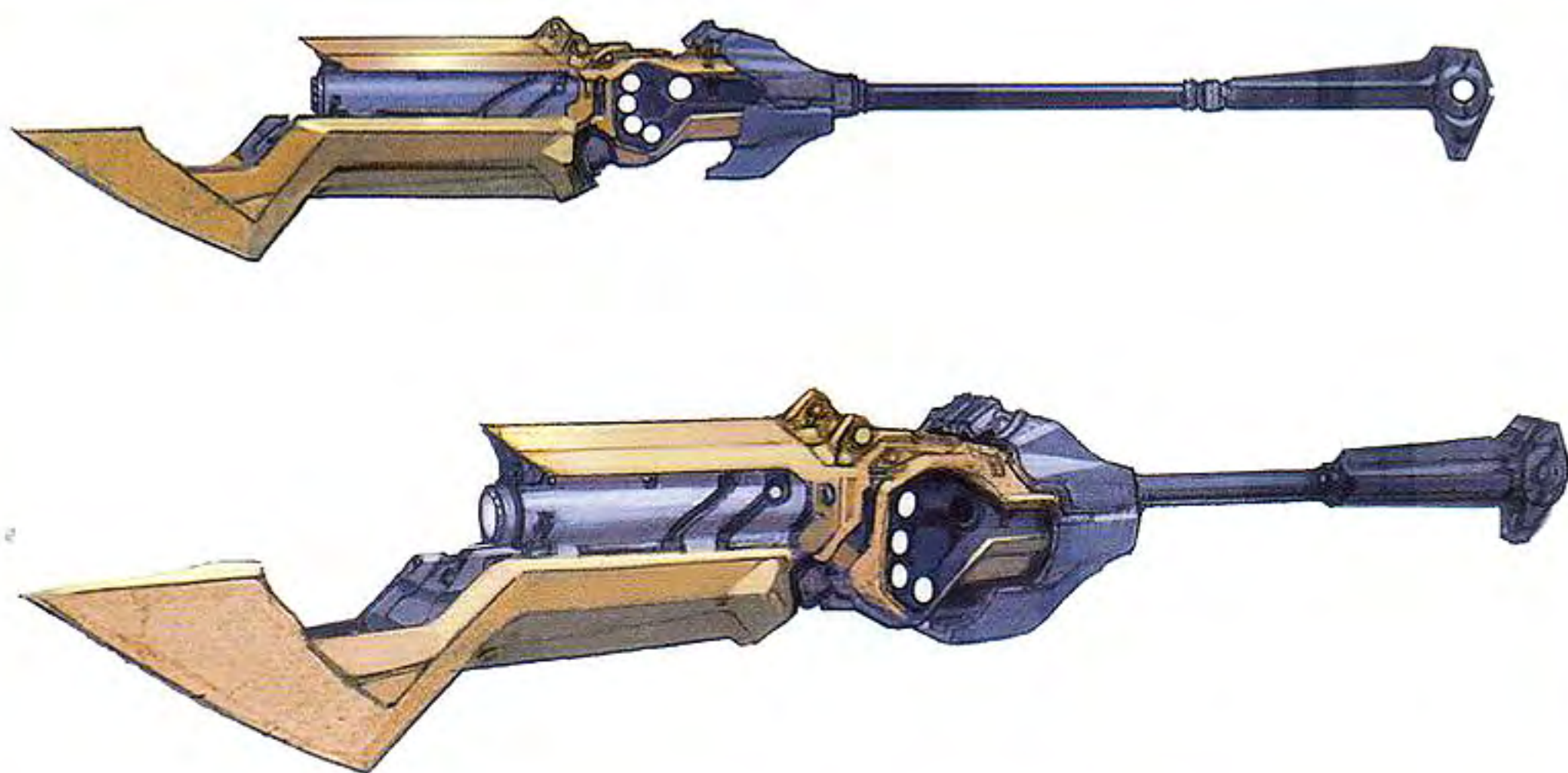


URIEL'S SWORD DESIGN



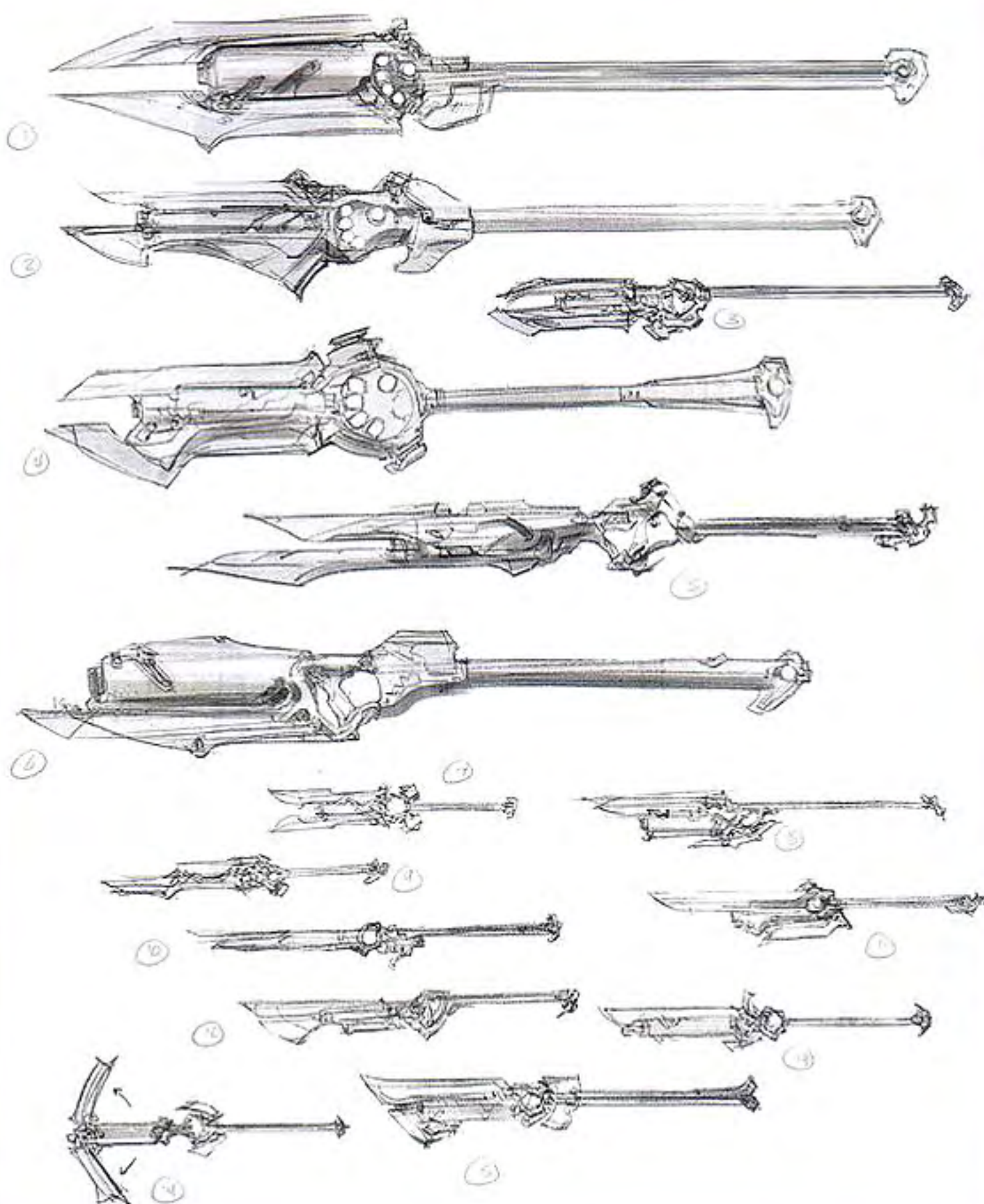
CHURCH SWORD DESIGN



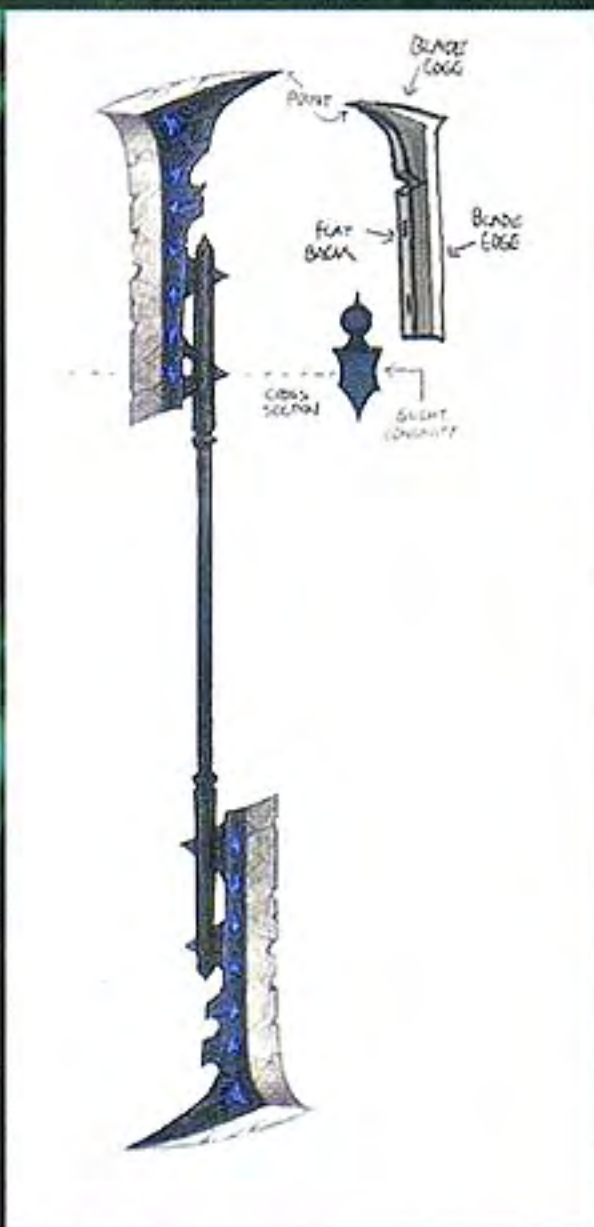


ANGEL SWORD DESIGN

Angel Weapons



DEVELOPMENT
SKETCHES



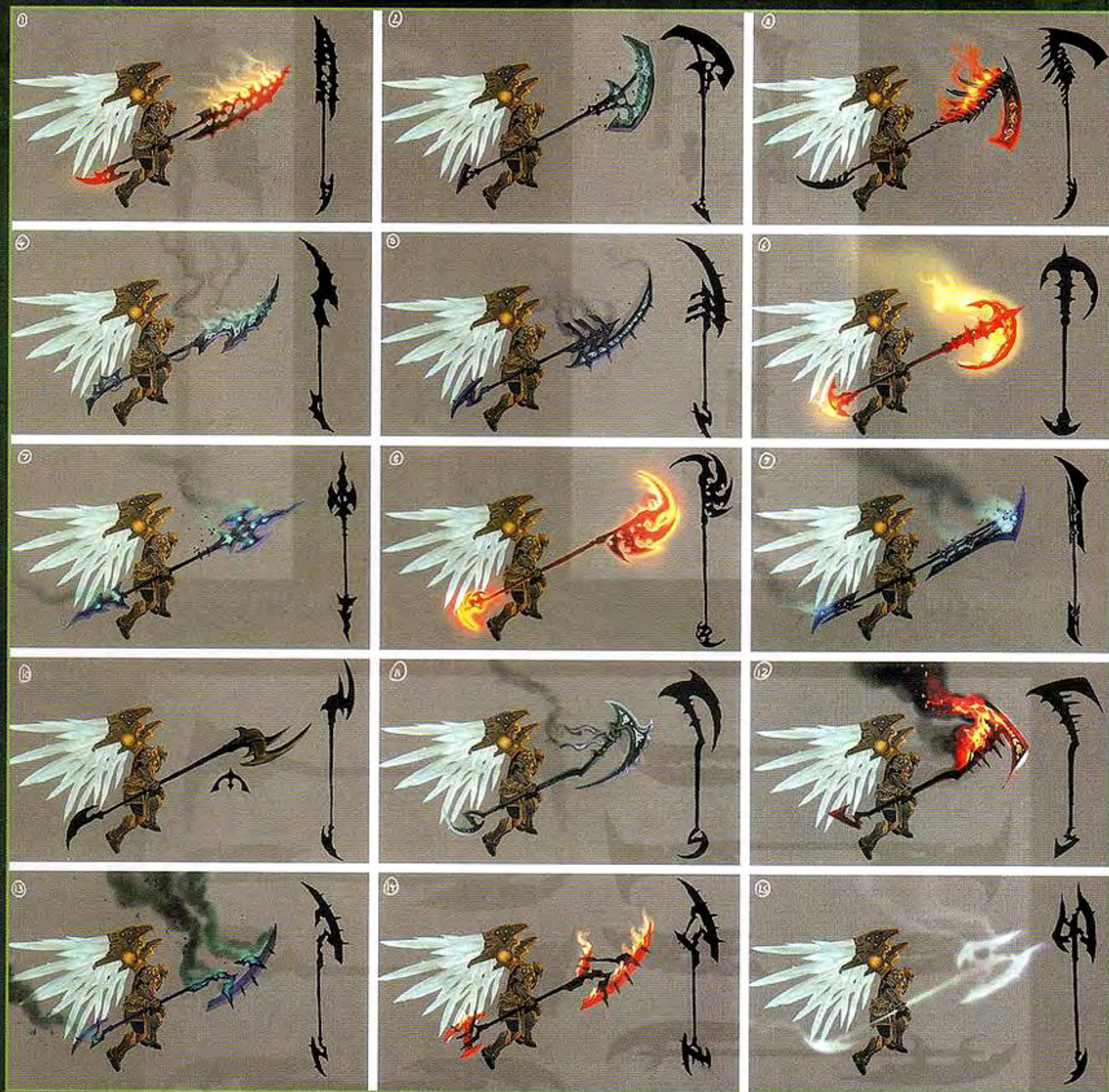
FALLEN ANGEL WEAPON DESIGN



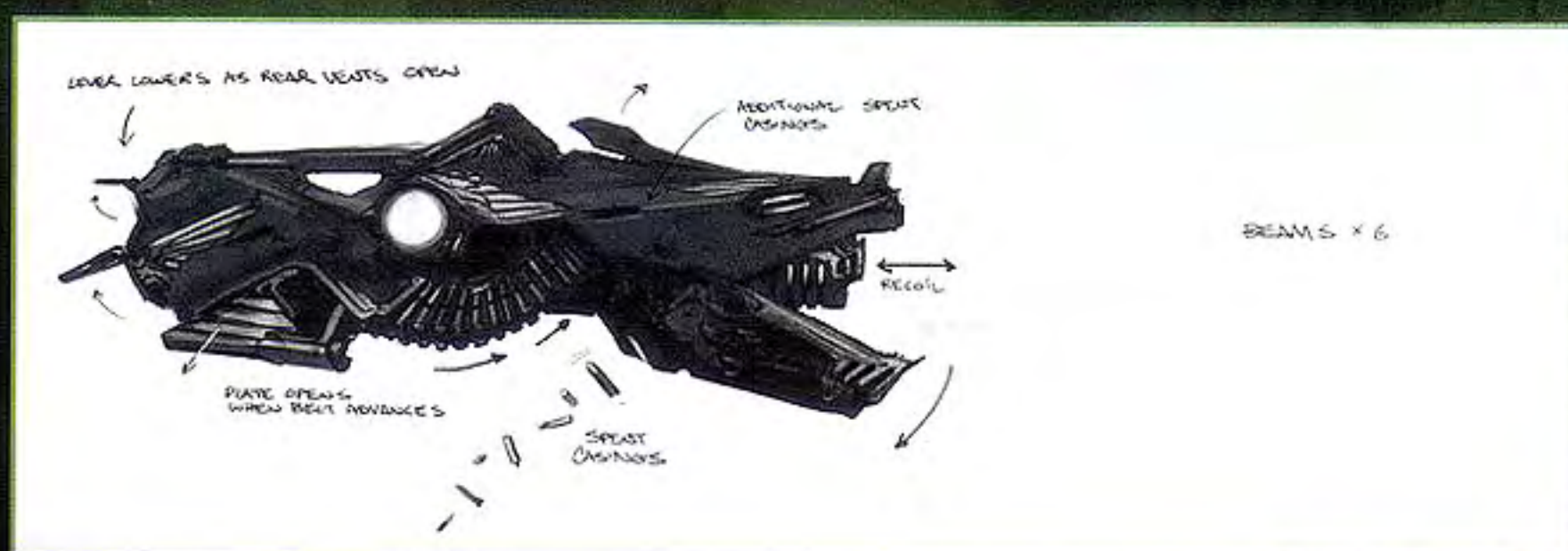
FORSAKEN AXE DESIGN



DEVELOPMENT SKETCHES



FORSAKEN WEAPON CONCEPTS



GUN DESIGN

An exploded view diagram of a mechanical device, possibly a futuristic firearm or engine component. The diagram shows several parts: a large upper housing with a complex internal mechanism, a long barrel-like component, a smaller cylindrical part, and a base or magazine assembly. The parts are rendered in a detailed, technical style with cross-hatching for shading.

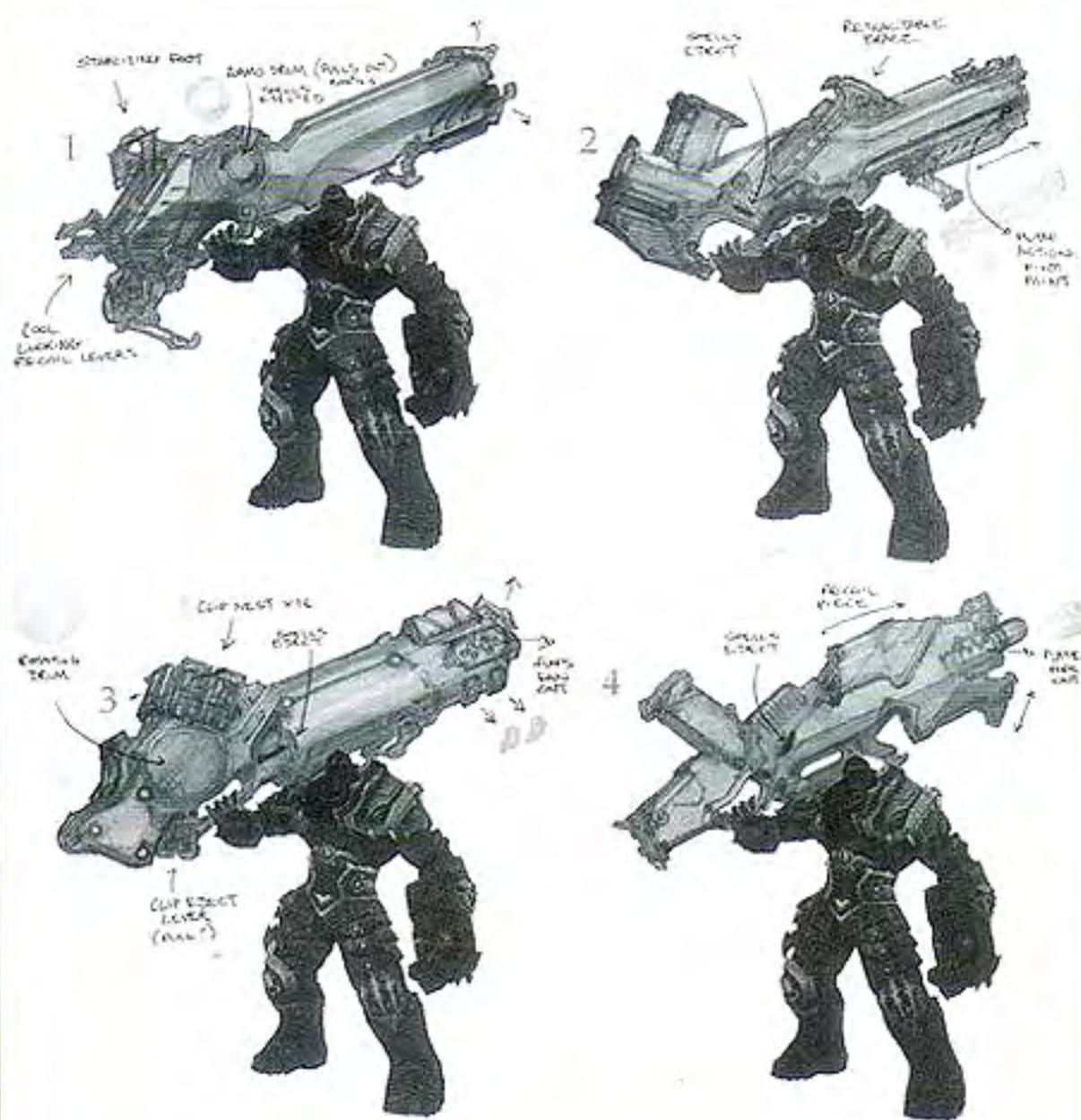
What angels lack in claws, teeth, and cruelty, they more than make up for with an arsenal of weaponry. Blazing with the radiance of the White City, Heaven's ordnance can burn away demons and their shadows.



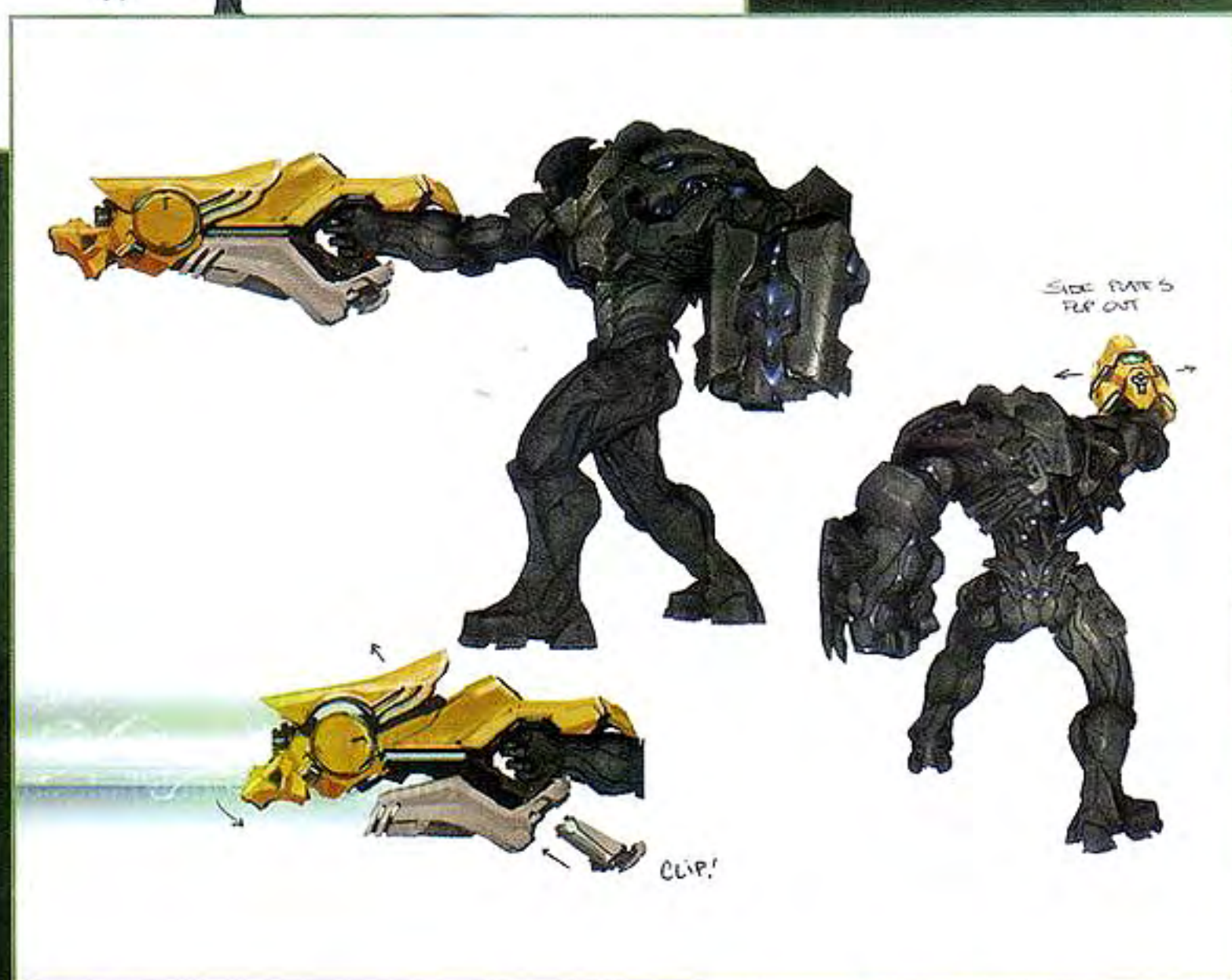
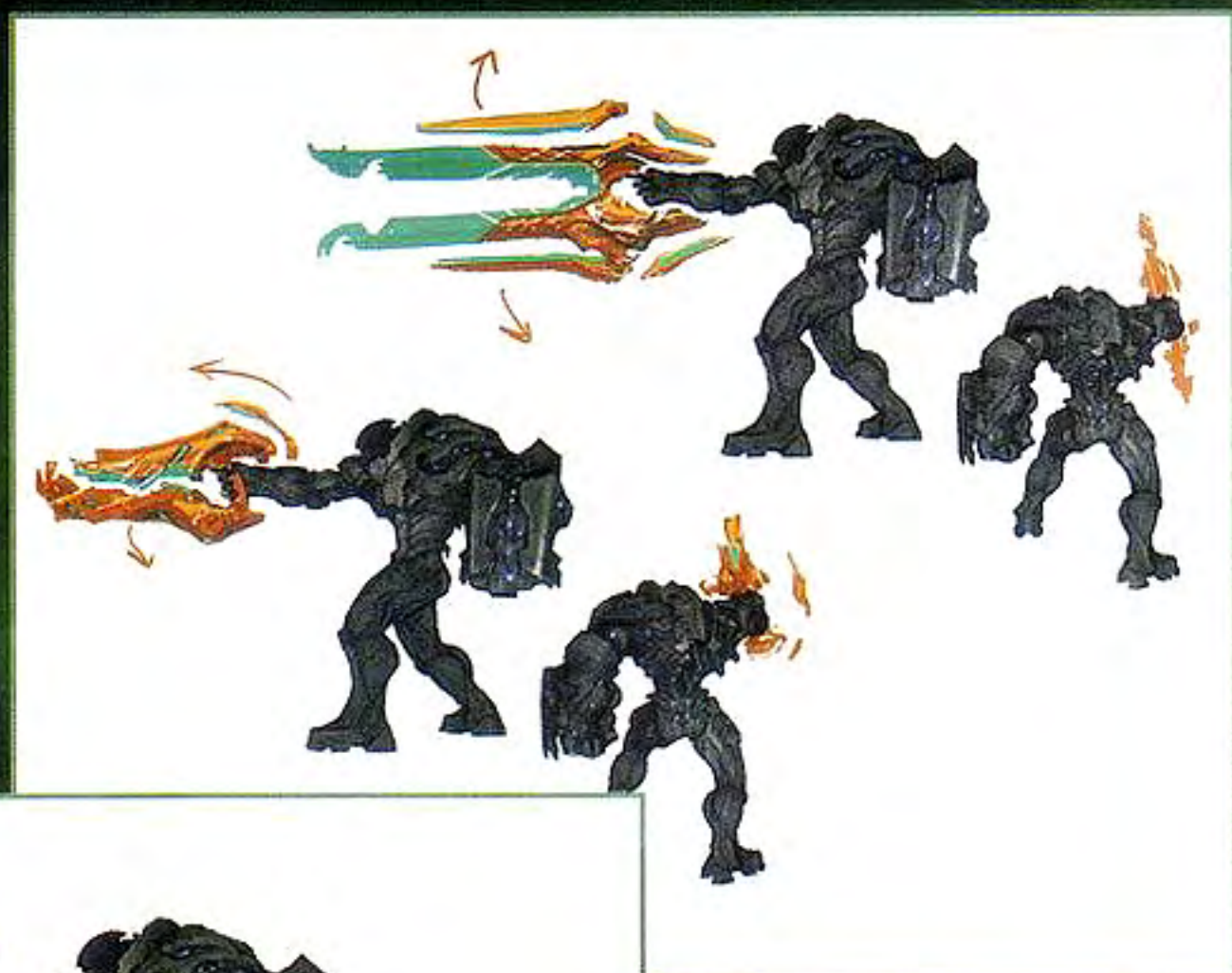
FRONT



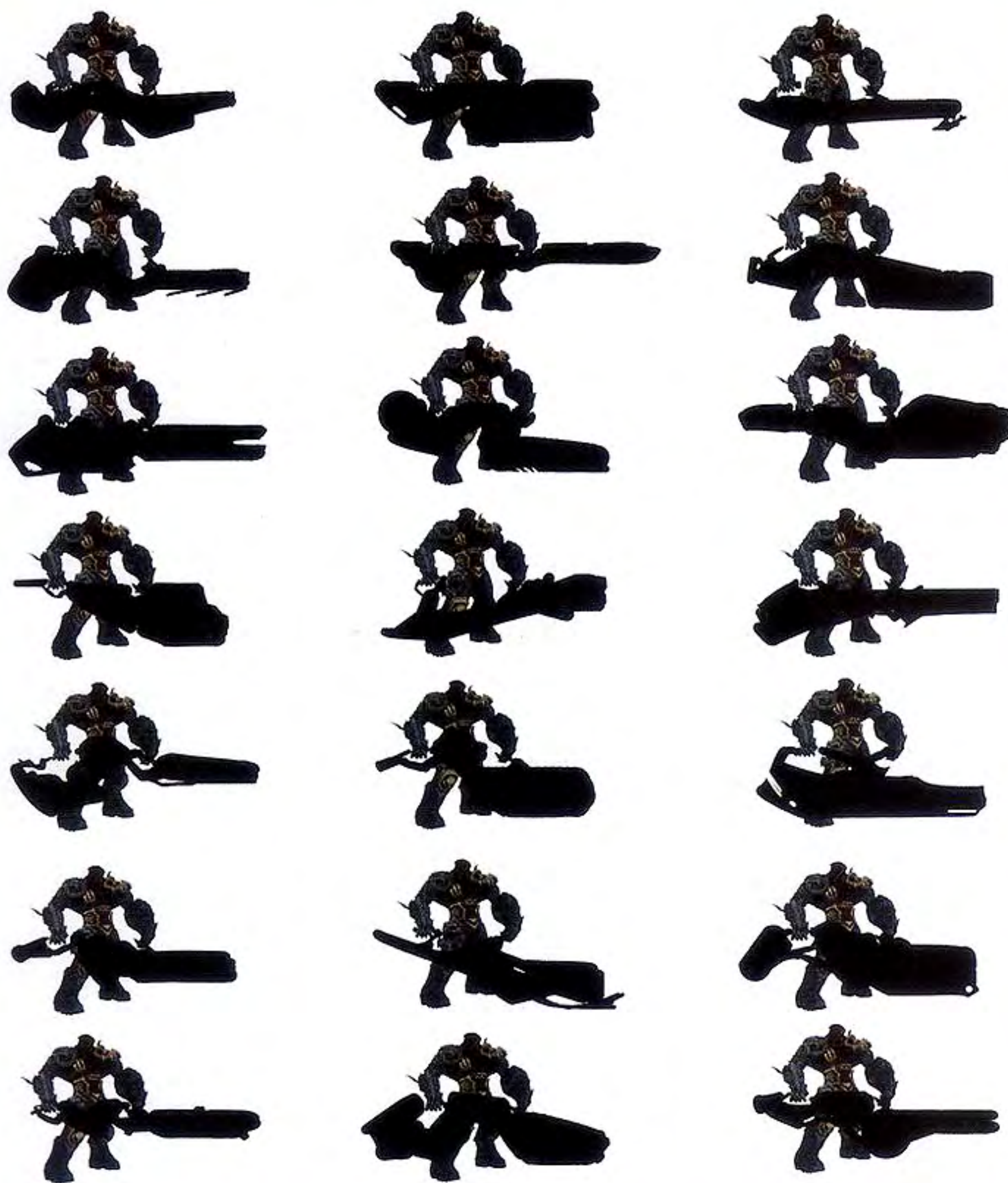
REAR



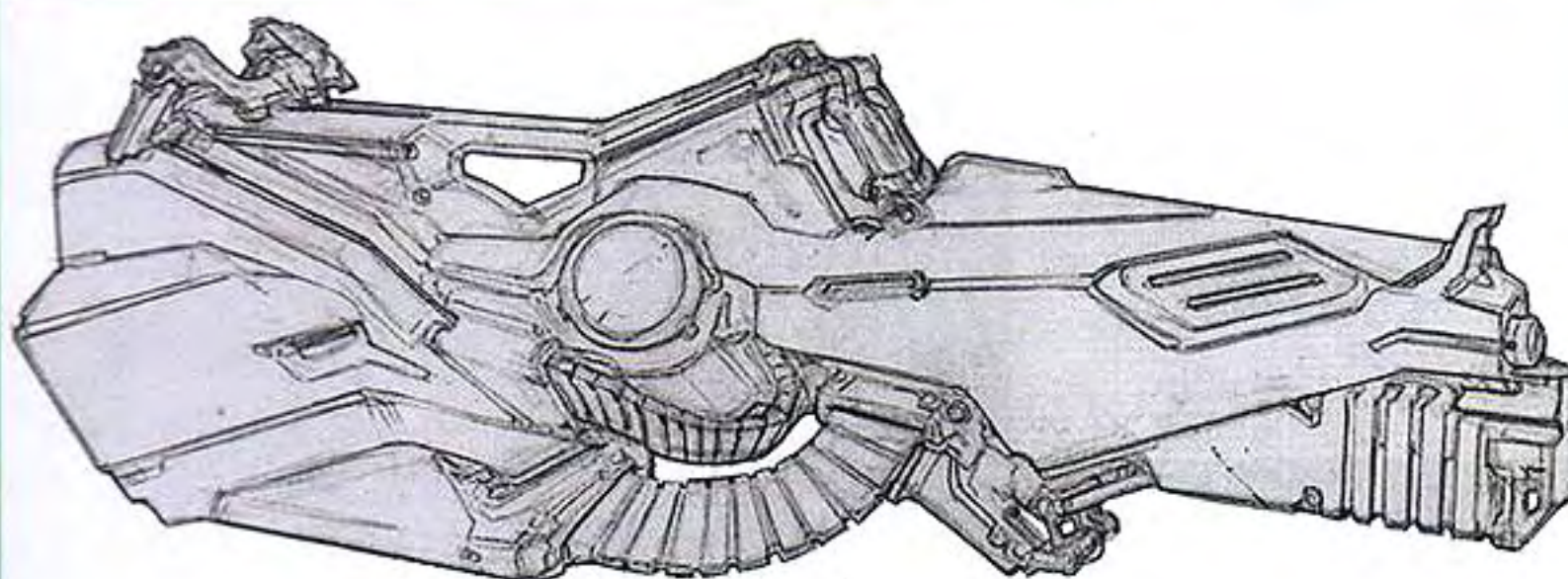
Redemption is among the greatest of these weapons. More cannon than gun, it fires powerful rounds that punch holes of purifying fire into the dark sky. The spreading flame of each shot is perhaps the truest light now cast upon this Earth.



GUN CONCEPTS



GUN CONCEPTS



GUN DESIGN

Demon Weapons

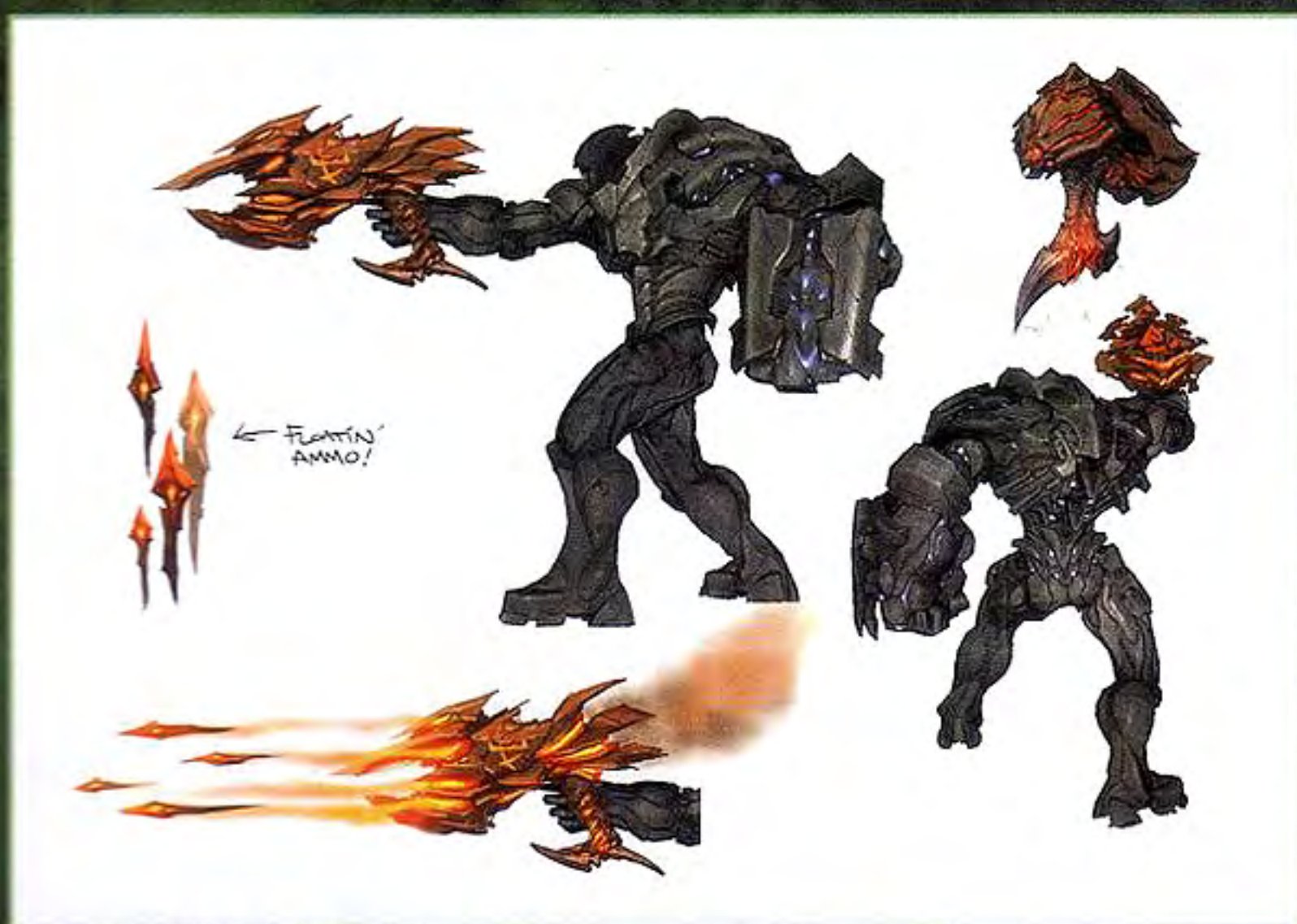
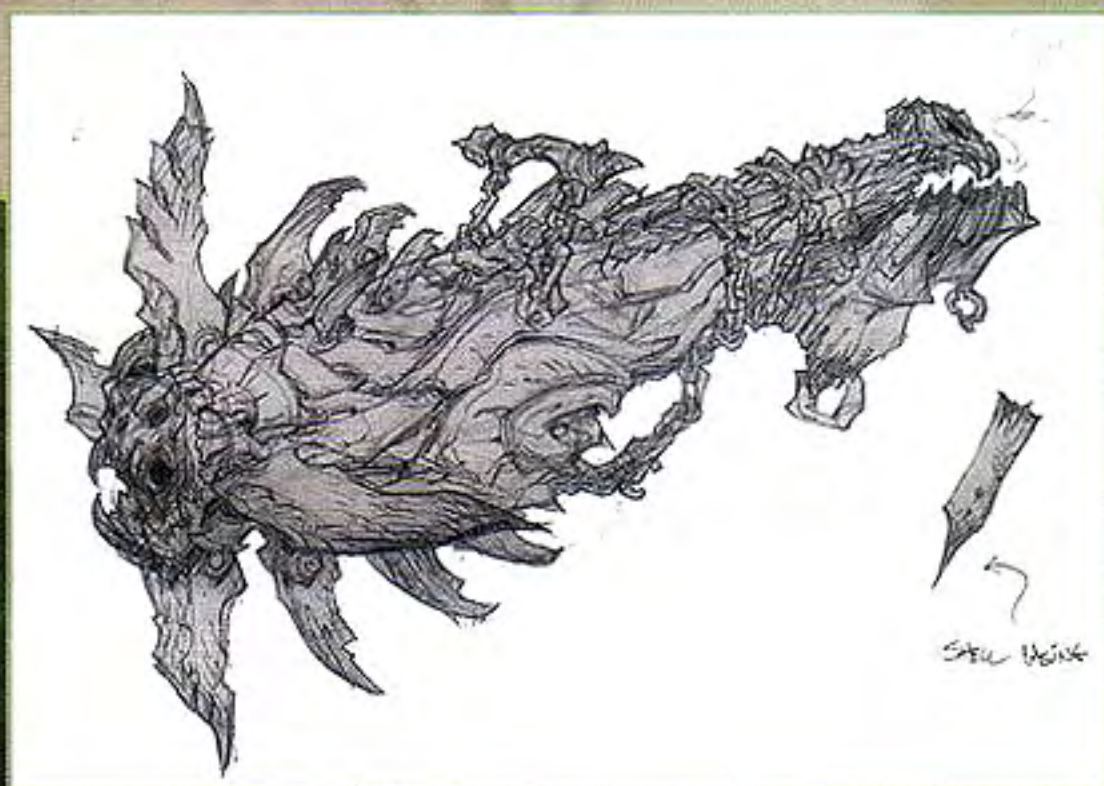


WEAPON DESIGNS



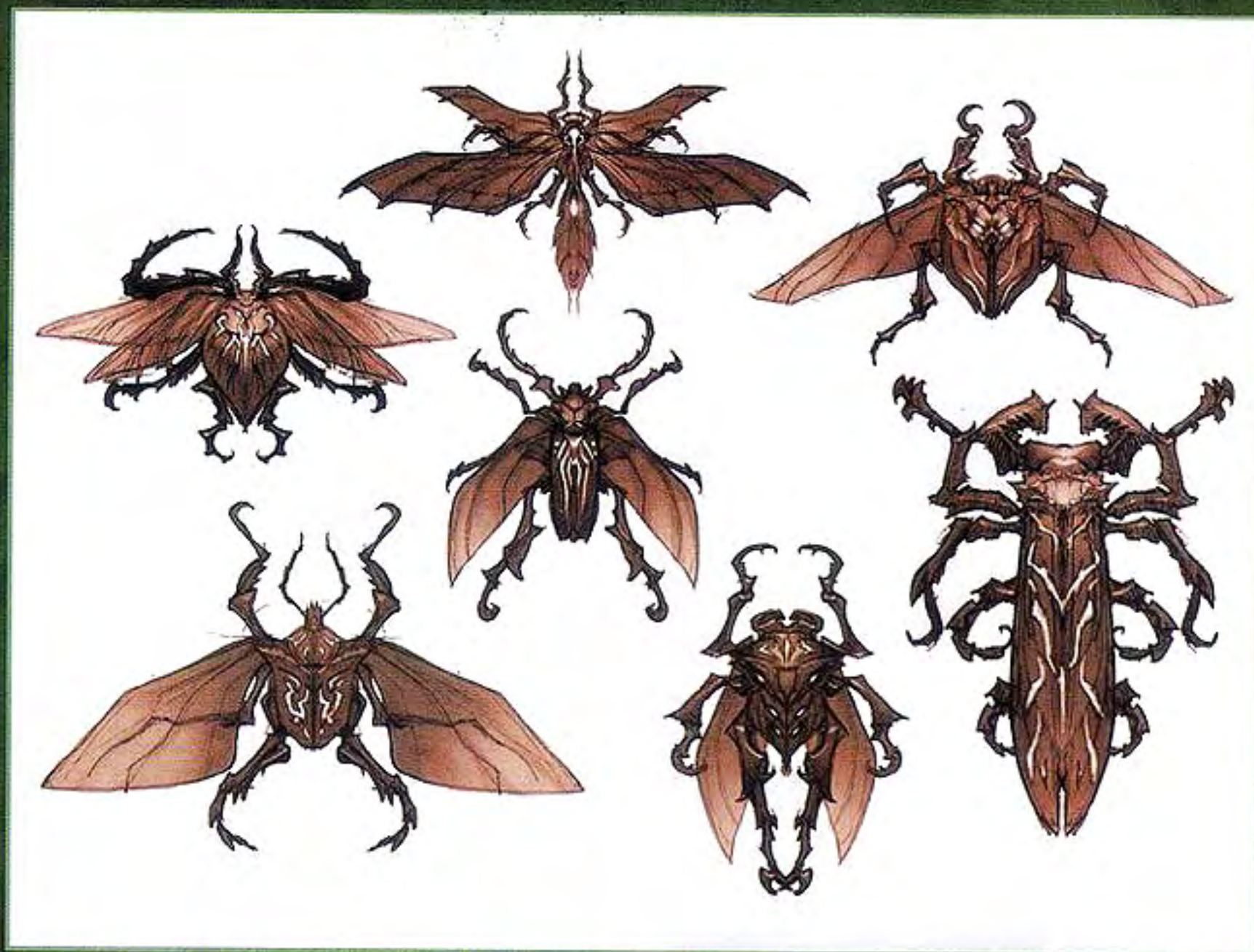


Fracture Cannon



It takes but one glance to understand the Fracture Cannon's terrible purpose. It is a ghoulish instrument of death, with a massive barrel, notched spikes, chains, and a fiendish skull. The cannon fires obsidian bolts that tear through flesh like wet paper—and explode into greedy flame. Even at range, the rolling thunder of each shot can shatter armor as well as bone. It is a small mercy that few are strong enough to wield this immense weapon.

Hordeseeker

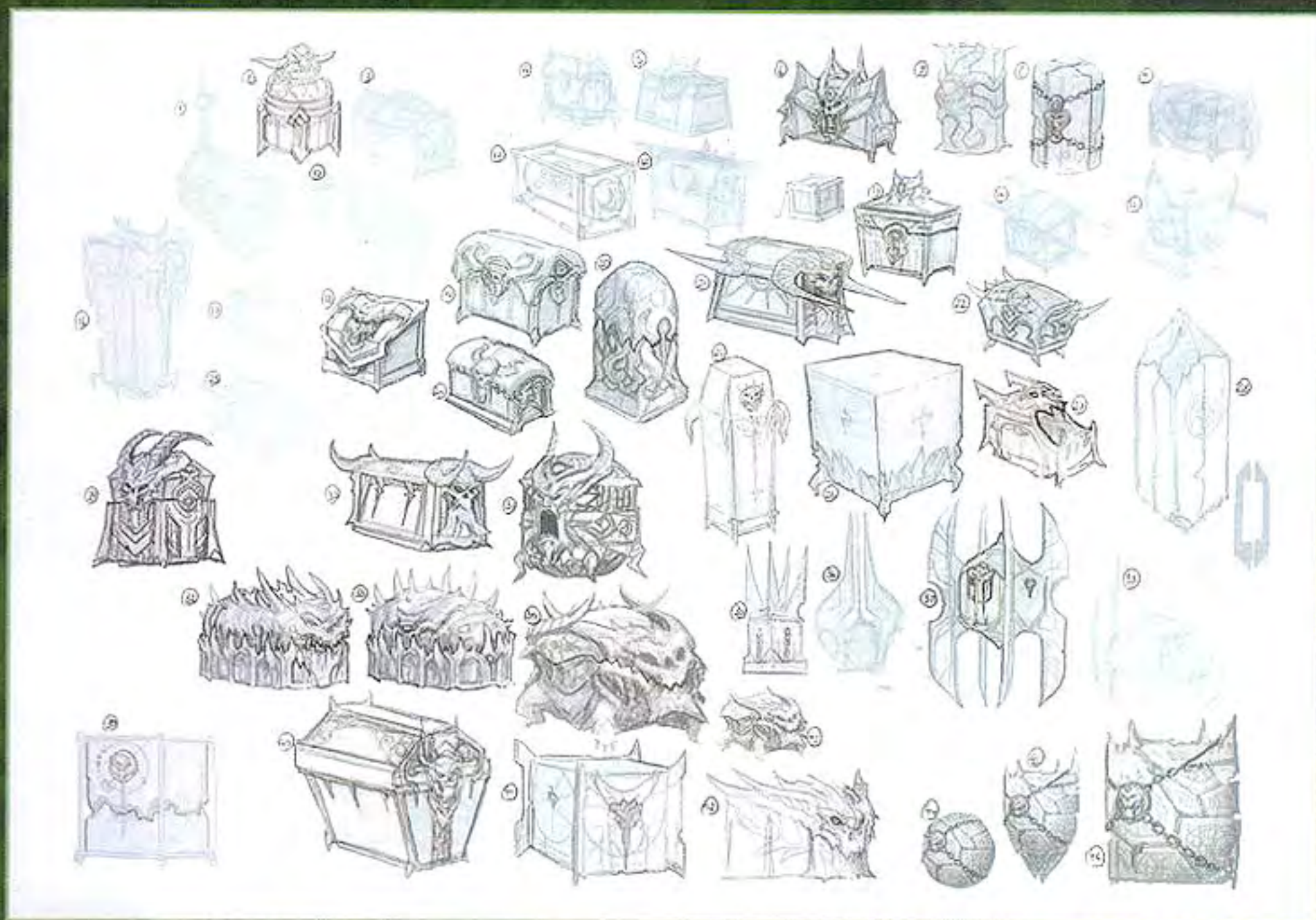


DEVELOPMENT SKETCHES



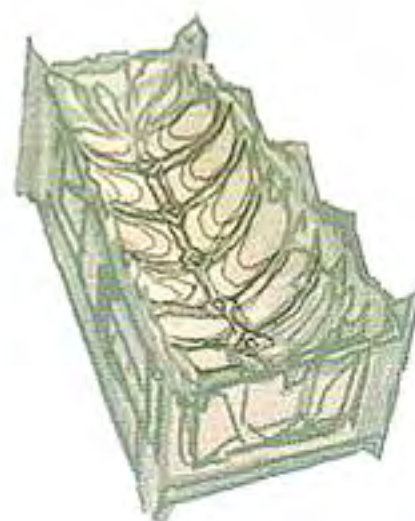
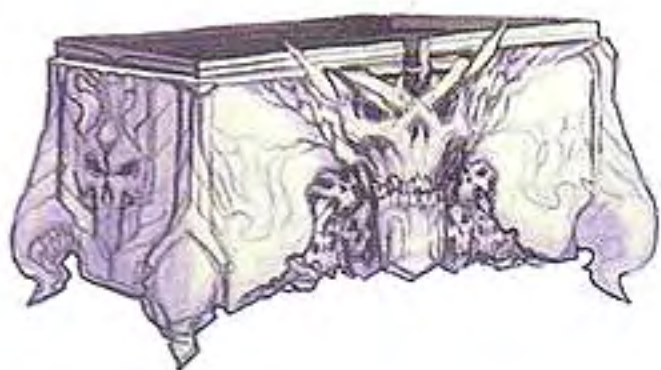
ANVIL DESIGN

Anvil

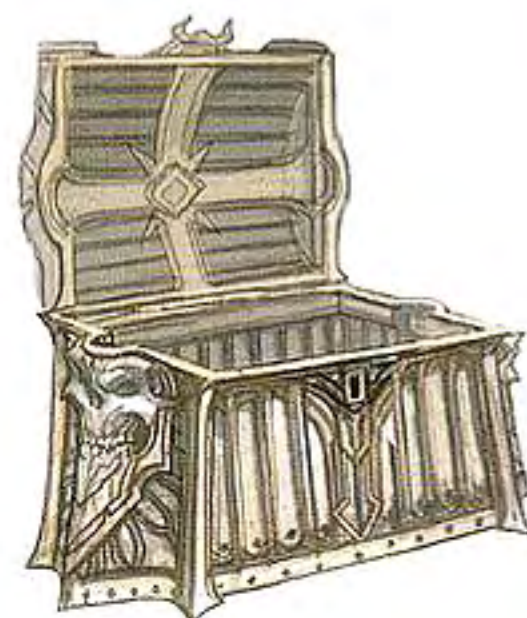


DEVELOPMENT SKETCHES

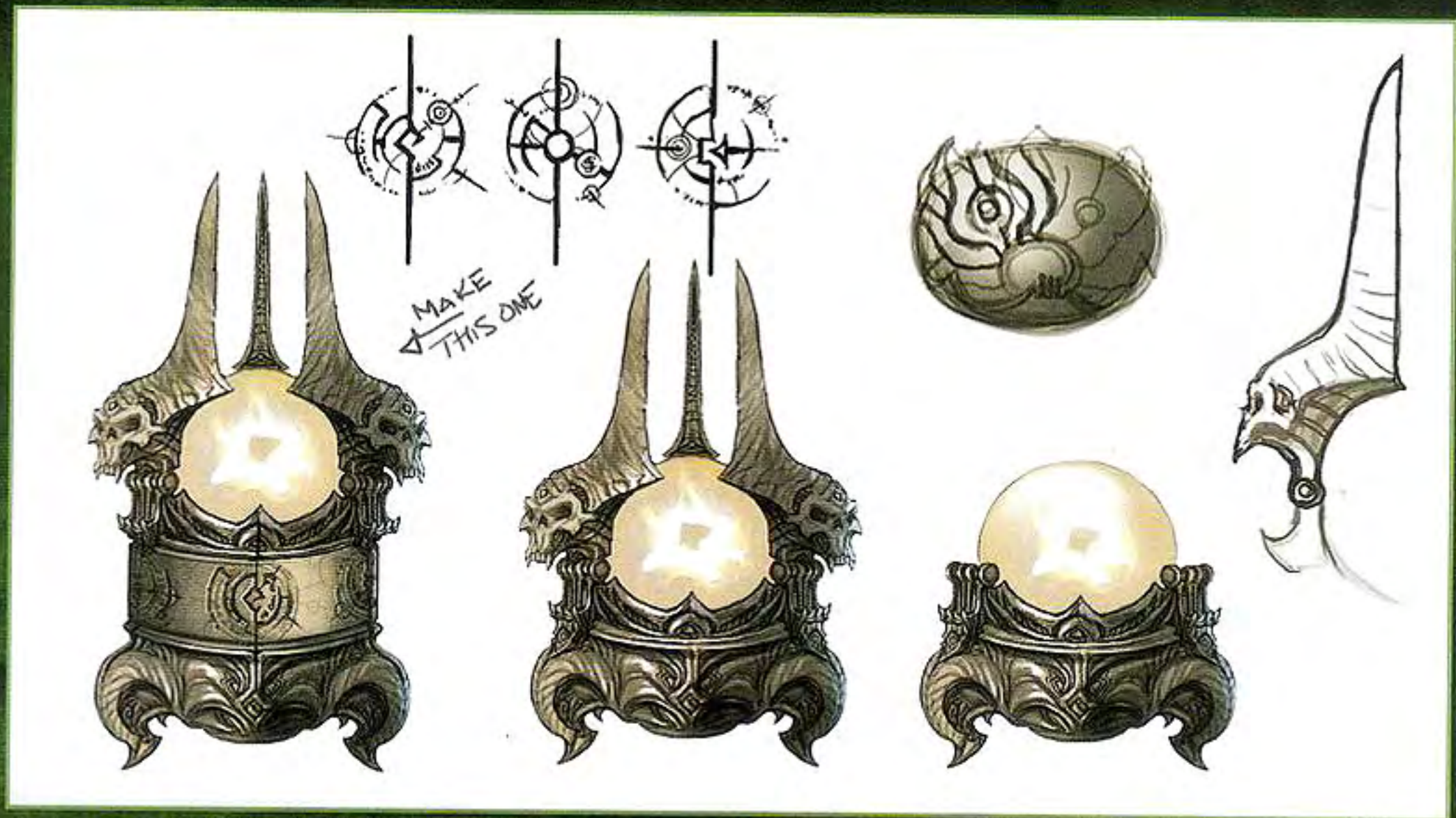
Caskets



CASKET DESIGNS



CASKET DESIGNS

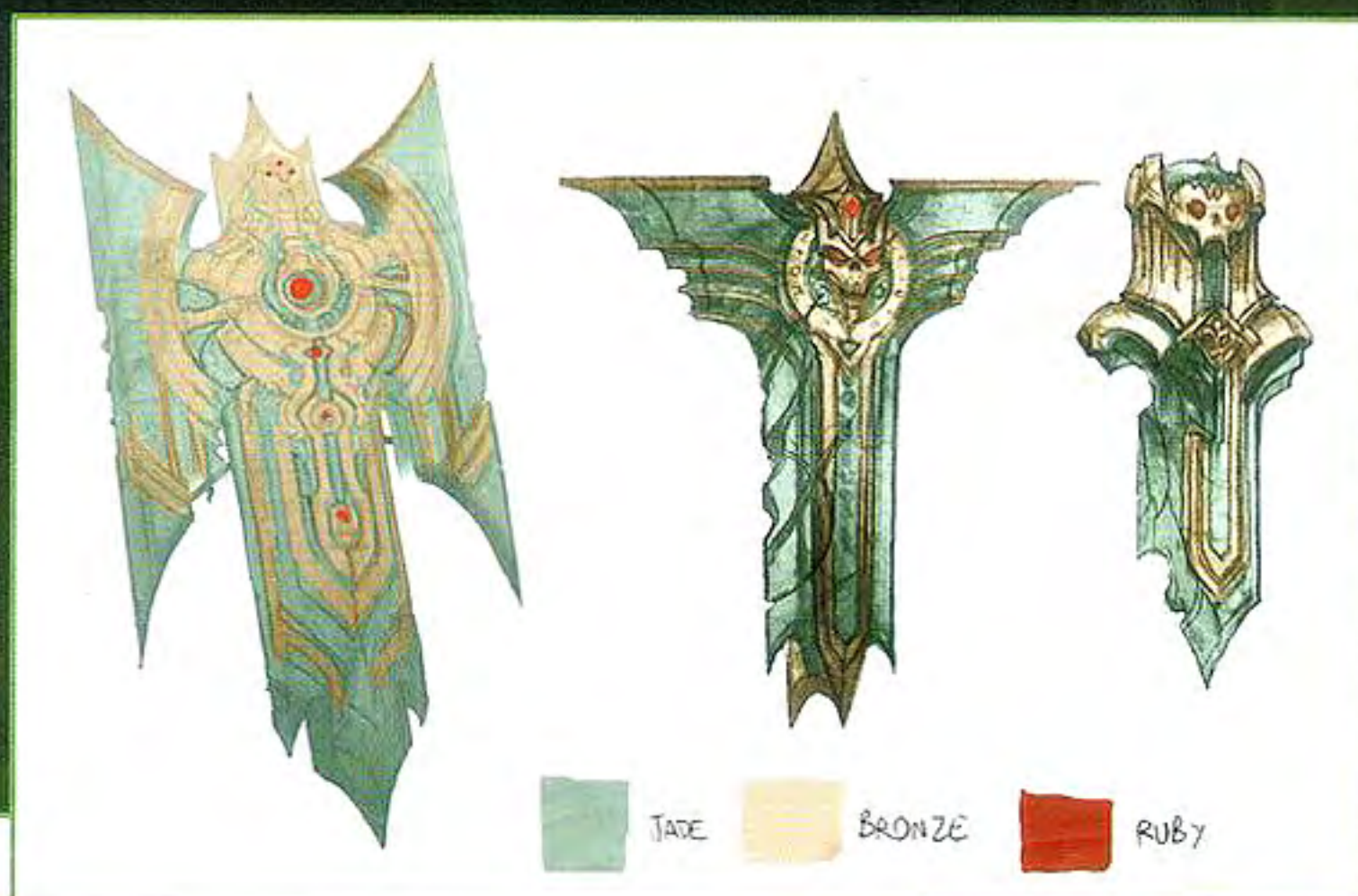


RARE CASKET DESIGNS



DEVELOPMENT SKETCHES

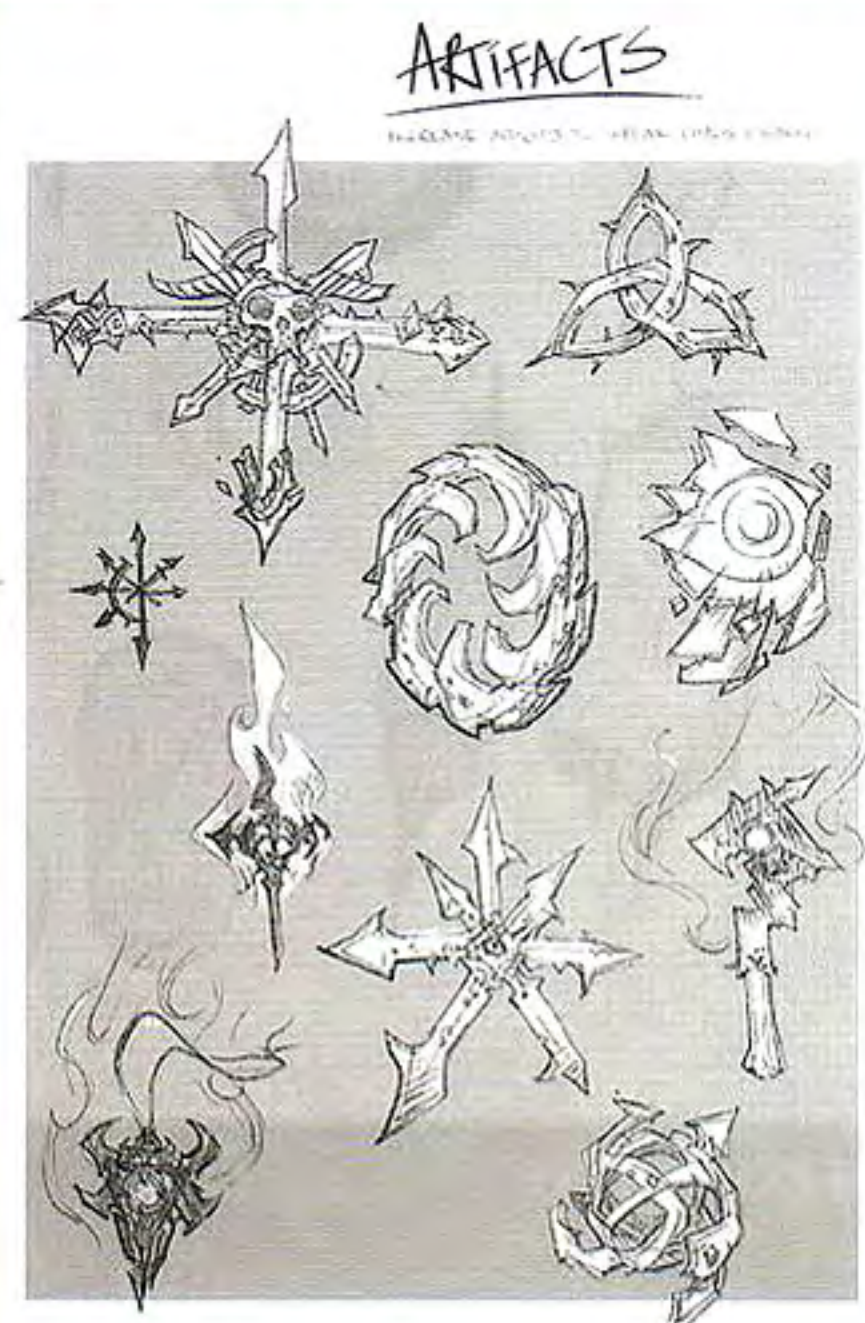
Artifacts

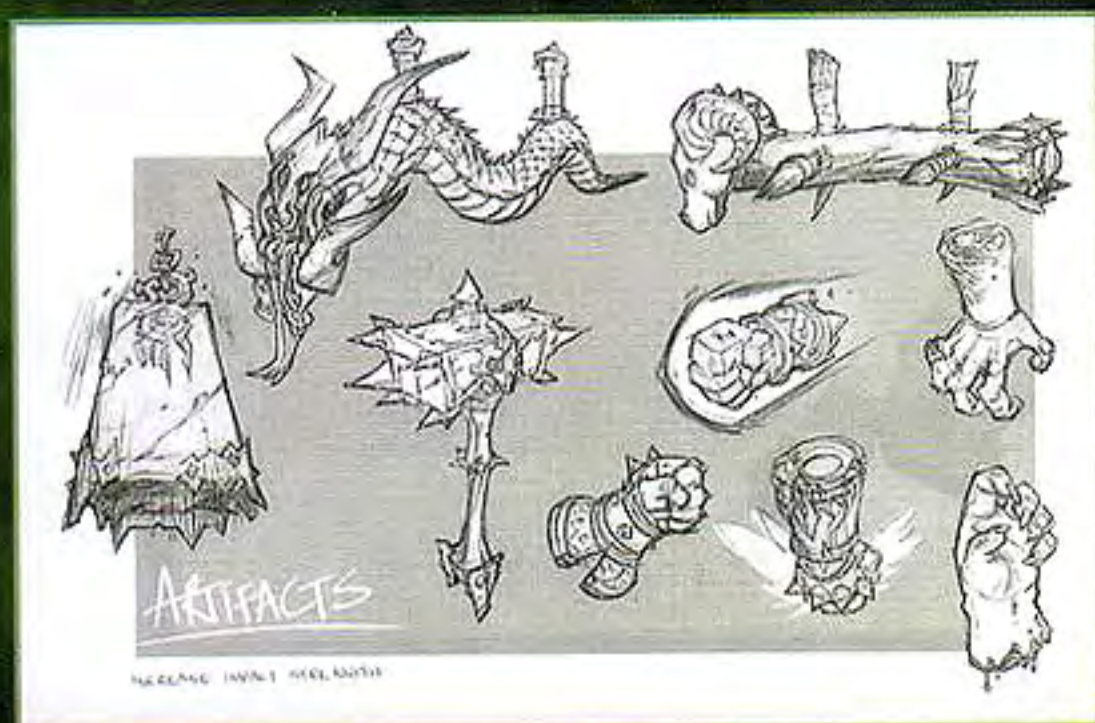
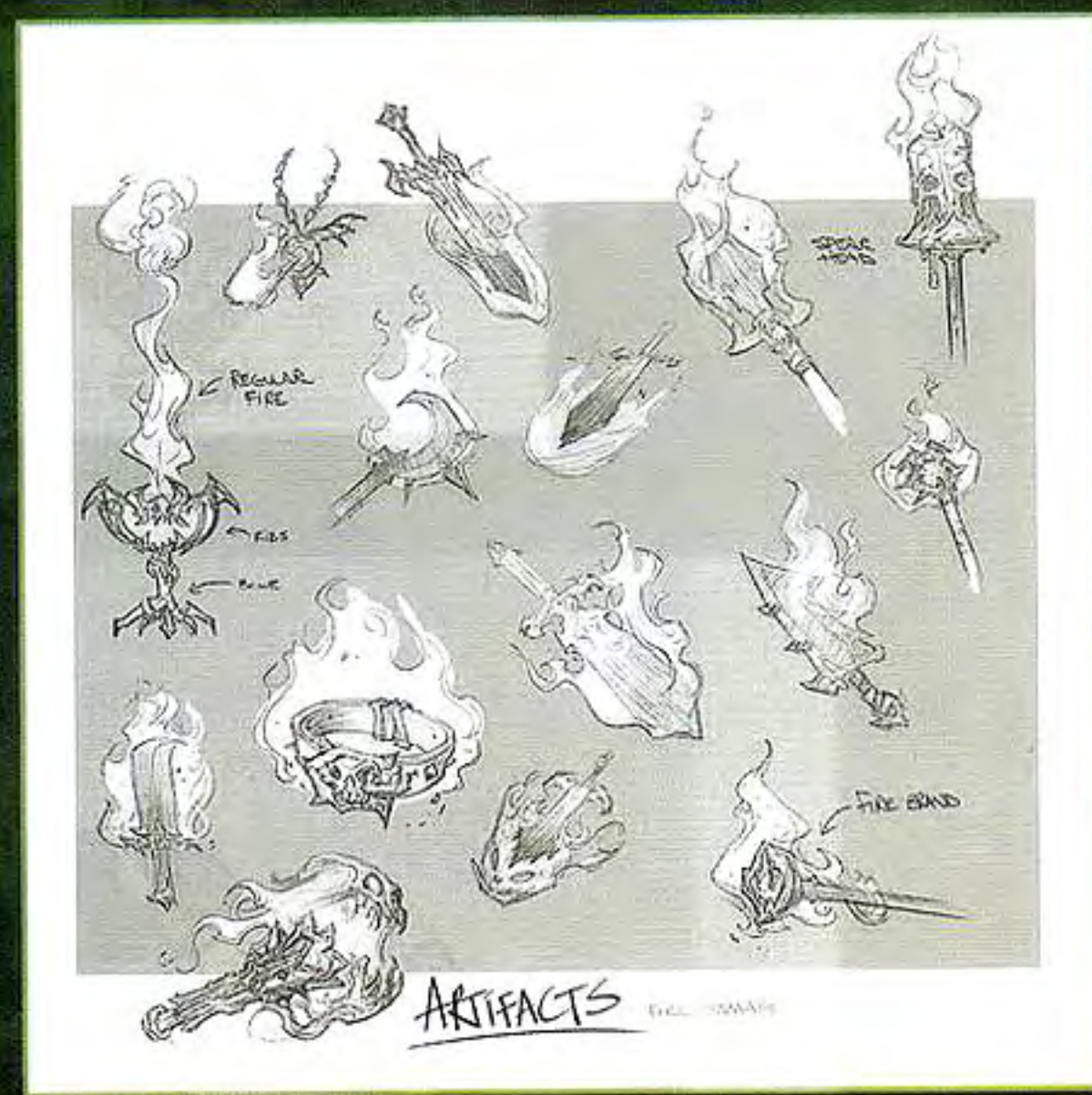


ARTIFACT DESIGNS

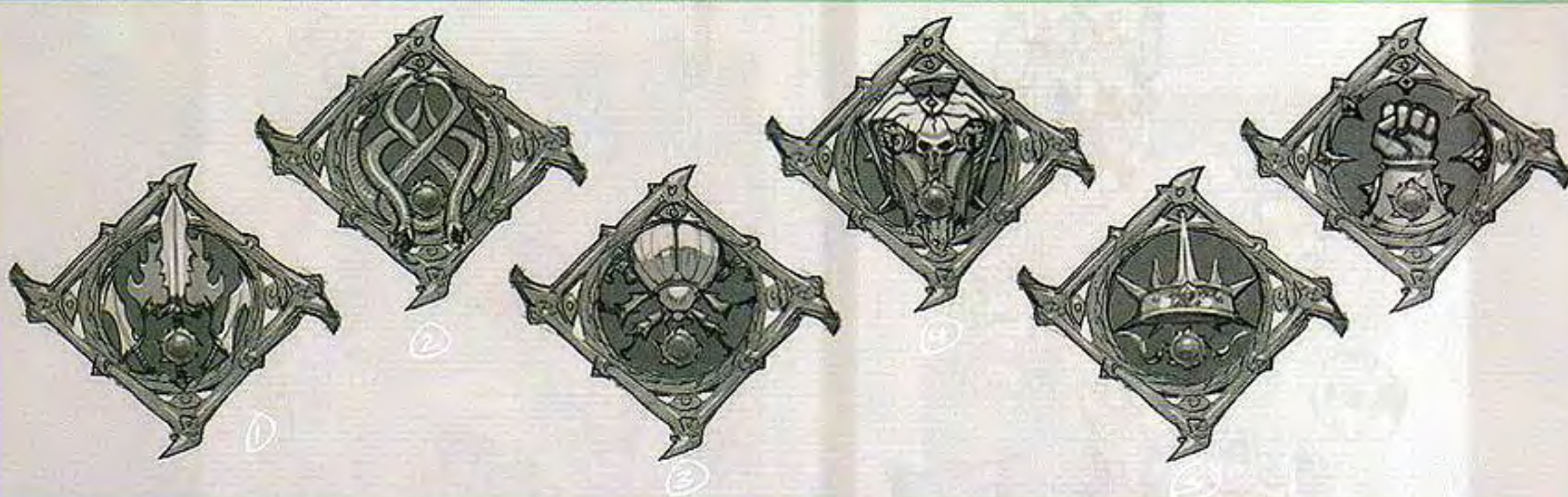


ITEM CONCEPTS





ITEM CONCEPTS



SEAL DESIGNS

SEVENTH SEAL DESIGNS

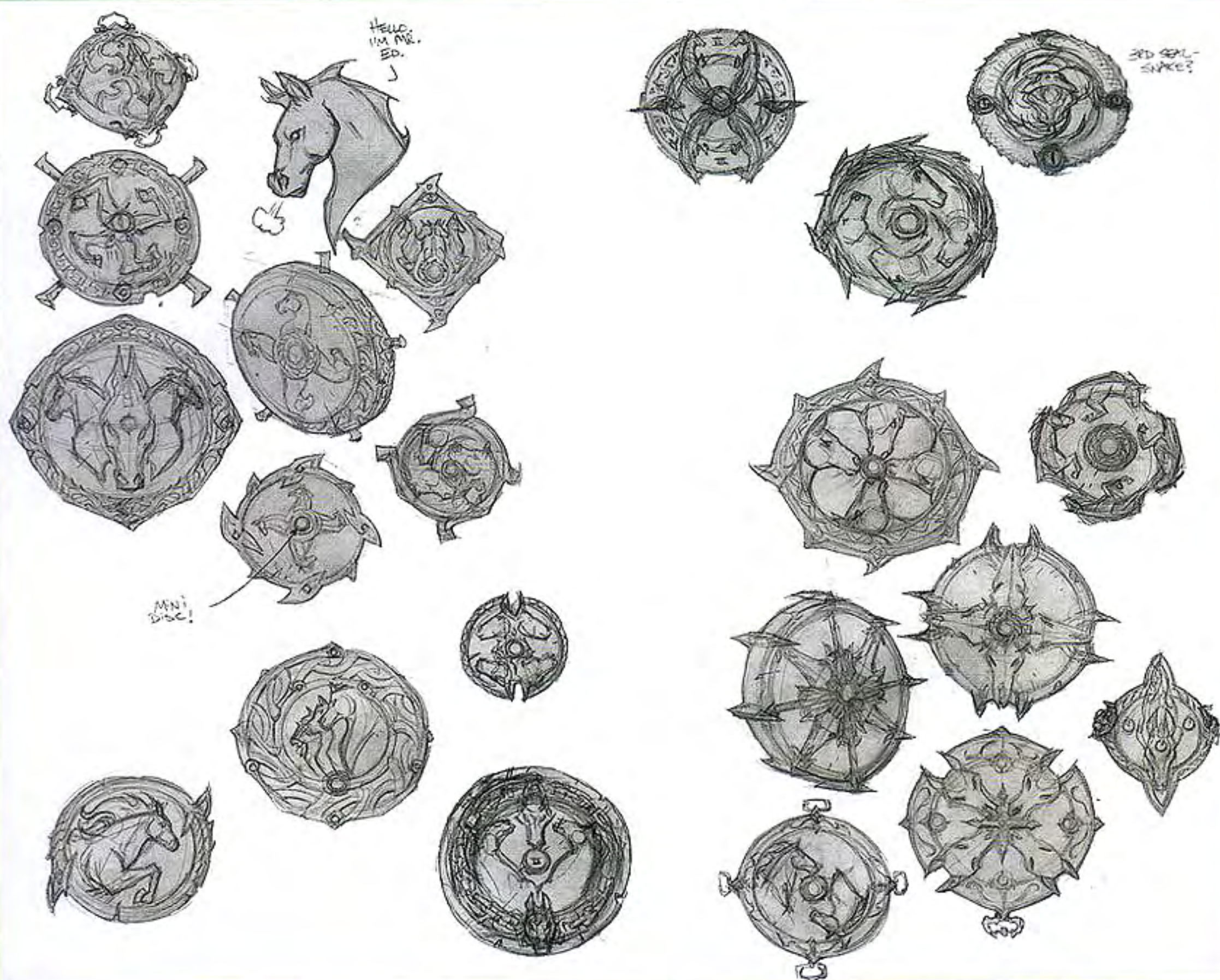
The Seven Seals



THE SEVEN SEALS ROUND TWO



BROKEN SEAL CONCEPT



DEVELOPMENT SKETCHES

Heart of the Chosen



DEVELOPMENT SKETCHES

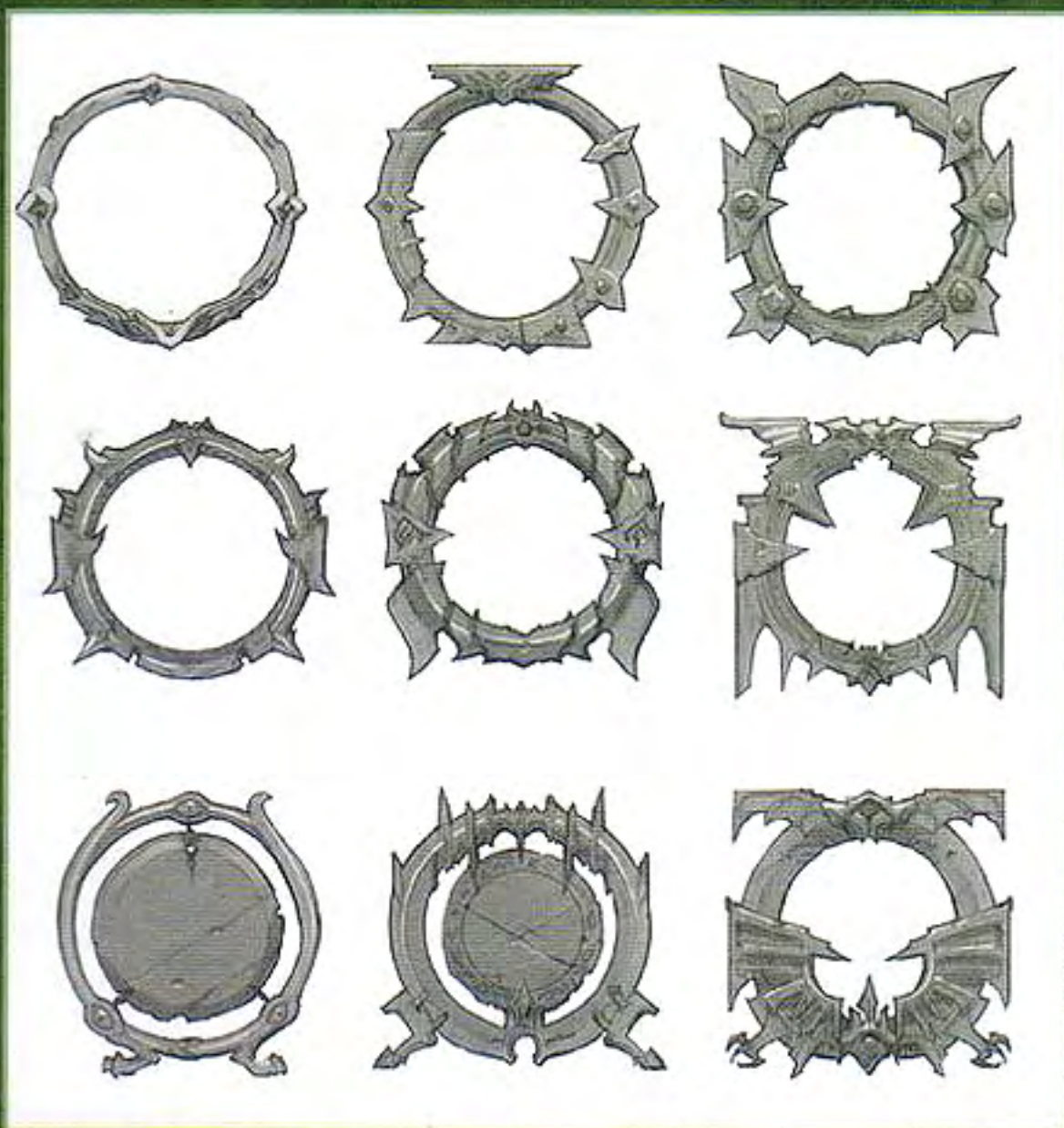
Iconography



ICON DESIGNS



RUNE DESIGNS



UPGRADE CONCEPTS



ICON DESIGNS



RUIN RUNE DESIGNS

Weapons



Chaos eater



Scythe



Tremor
Gauntlet



Harvester



Armageddon
Blade

Gear Items



Abyssal
Chain



Crossblade



Crossblade
(Ricochet Blade)



Crossblade
(Ricochet Haze)



Crossblade
(Shredder)



Earthcaller



Mask of
Shadows



Mercy



Mercy
(Impact Rounds)



Voidwalker

Wrath Abilities



Affliction



Blade
Geyser



Immolation



Stone
Skin

Early Icon Designs



Harvester



Tremor Gauntlet



Crossblade



Earthcaller



Mask of Shadows



Mercy



Voidwalker



Affliction



Blade Geyser



Immolation



Stone Skin



Empty Vessel



Life Essence



Greater Life Essence



Rage



Possession



Undying



Bane



Bloodthirst



Carnage



Combat Lore



Hellfire



Ravager



Reaper



Weapon Master



Death's
Blessing



Fury's
Embrace



Strife's
Offering



Beholder
Key



Hordeseeker



Abyssal
Armor



Abyssal
Armor Piece



Armageddon
Blade Shard



Map



Crystal
Sword



Heart of
the Chosen



Lifestone
Core



Wrath
Shard



Wrath
Core



Soldier
Artifact



Champion
Artifact



Overlord
Artifact



Chronomancer



Shadowflight



Ruin



Ruin +
Soul Bridge



War

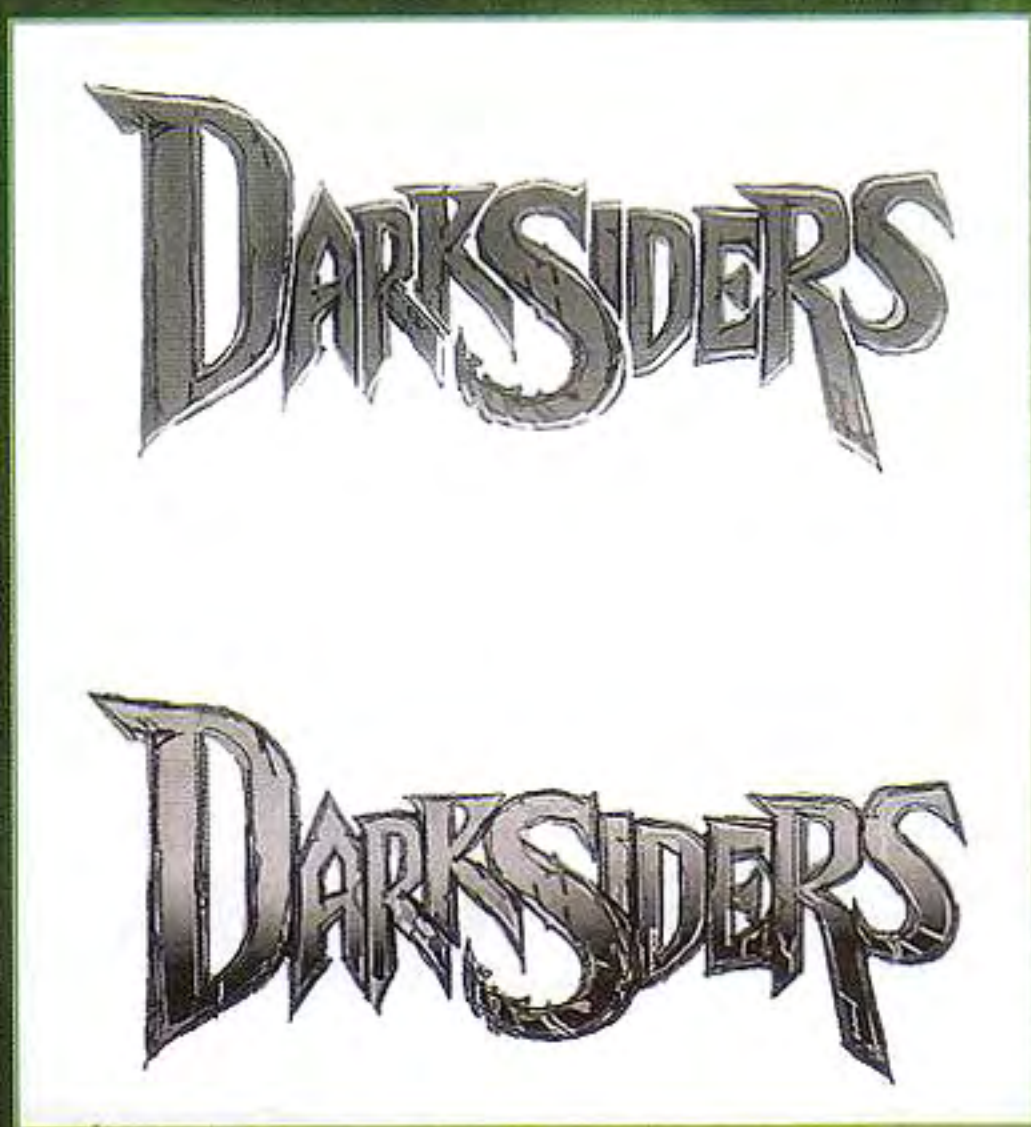


Chaos

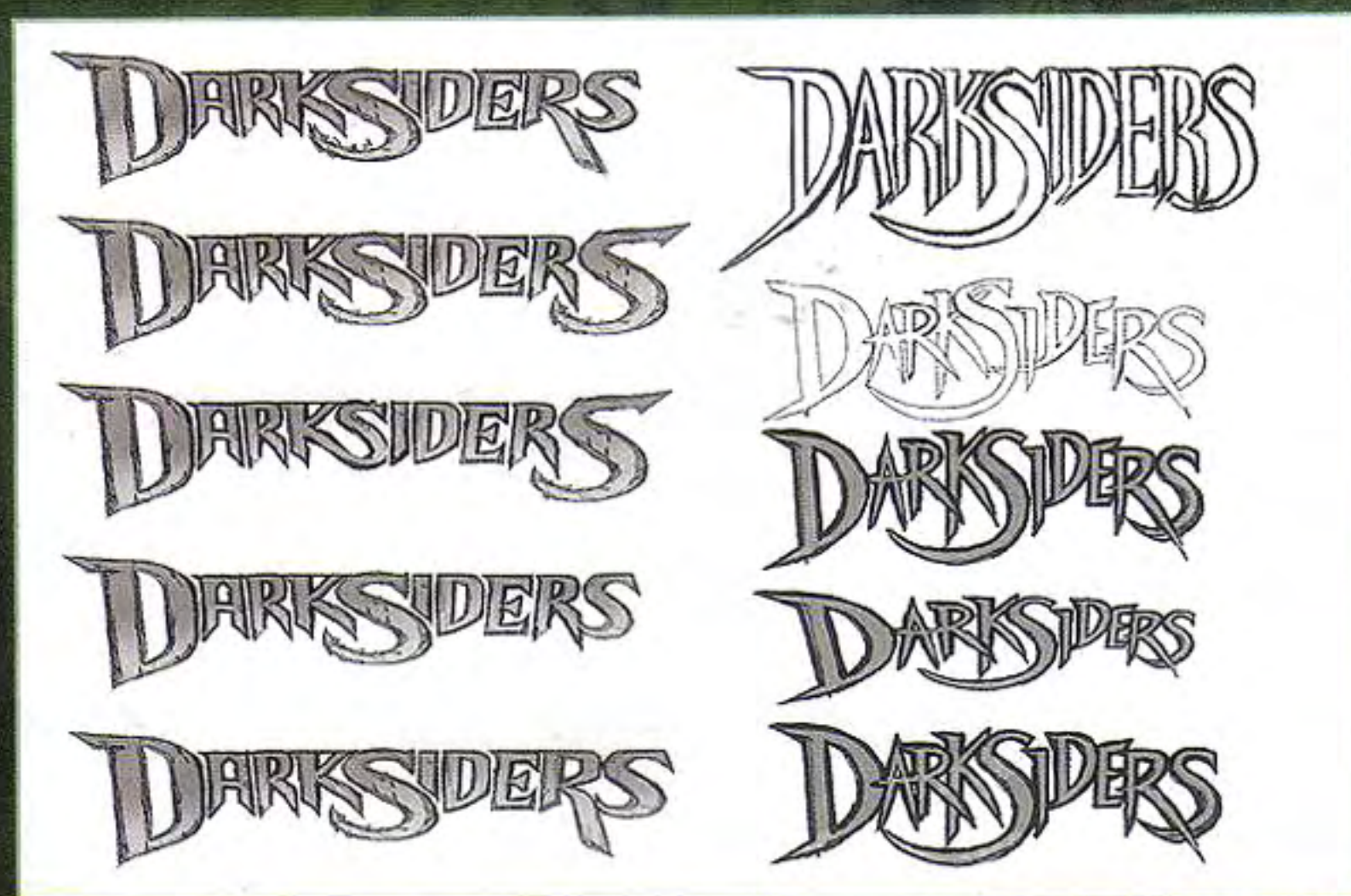
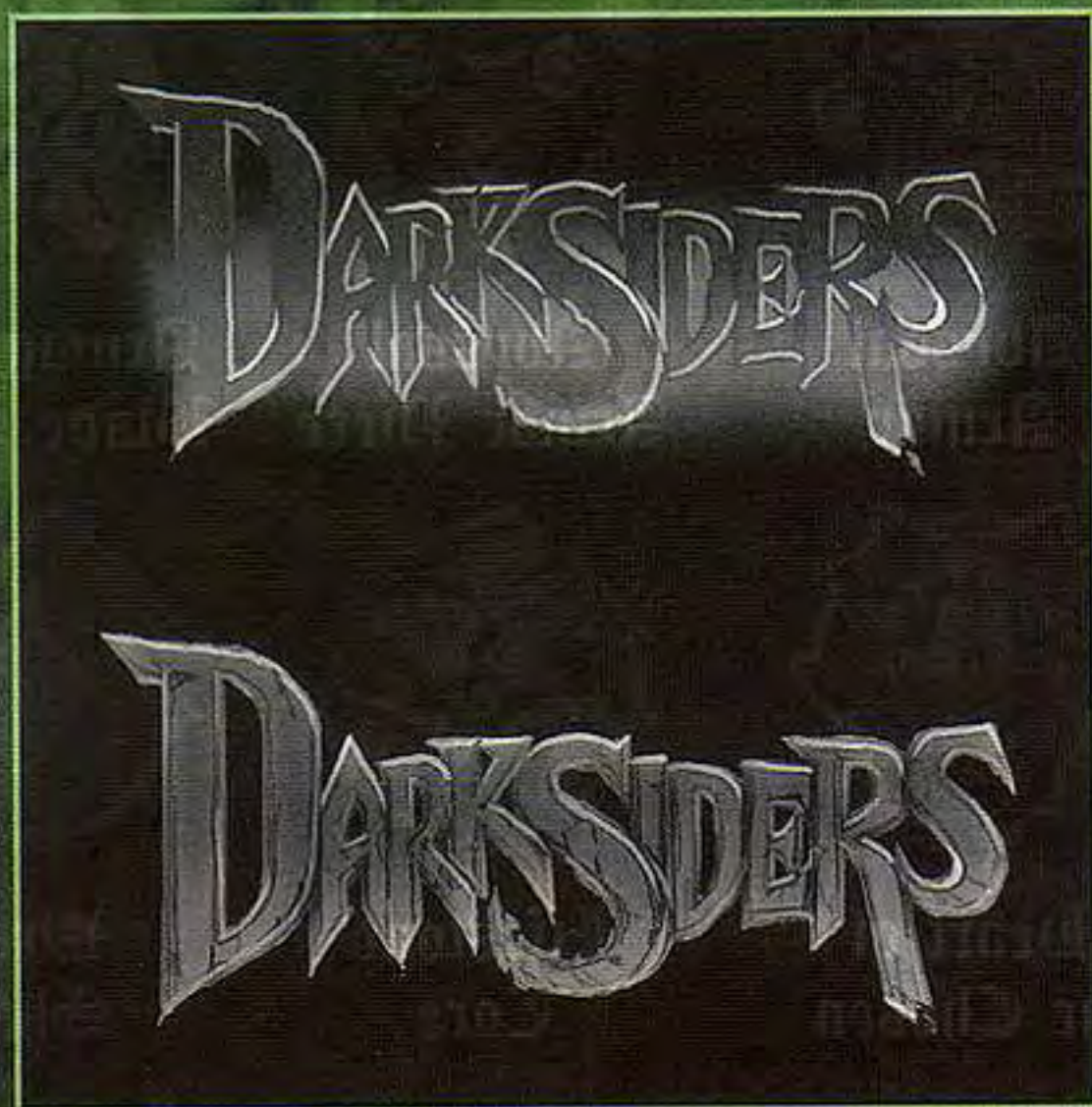
Logos



EARLY GAME TITLE



LOGO DESIGNS



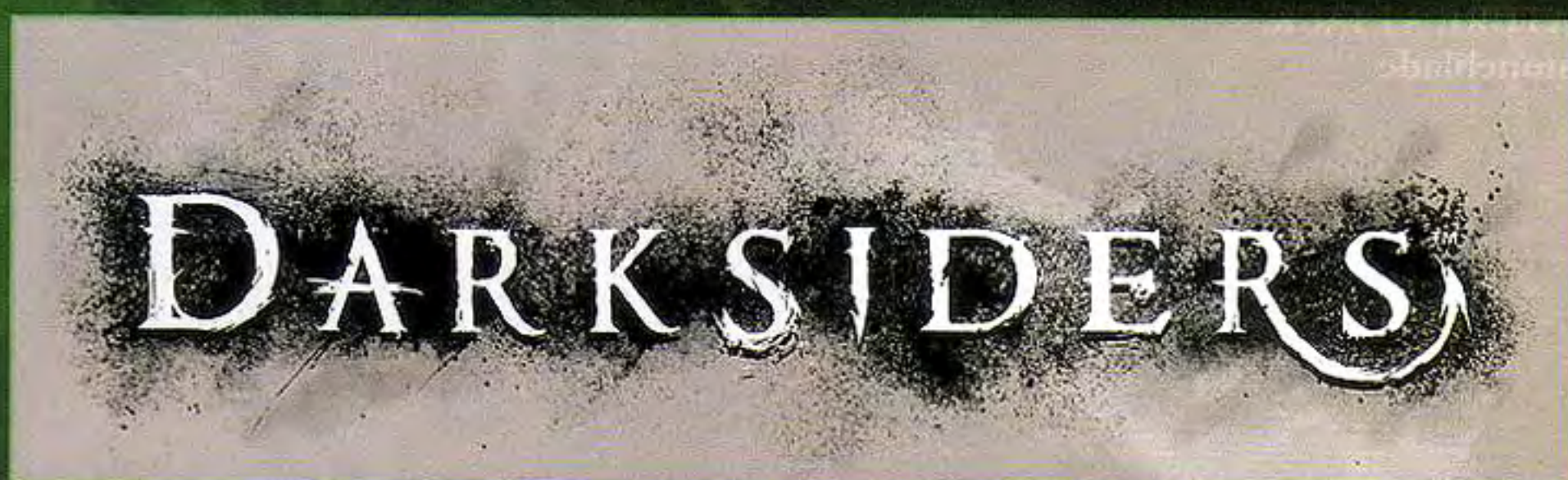
LOGO DESIGNS



LOGO DESIGNS



LOGO DESIGNS



FINAL LOGO

War

The legendary horseman of the Apocalypse

SIGNATURE ATTACK:
Power Strike



Abyssal Armor

War equipped with the bloodforged Abyssal Armor set.

SIGNATURE ATTACK:
Demon Edge

War's Chaos Form

War's manifestation of battle...
a 13 foot demon of brimstone and fire.

SIGNATURE ATTACK:
Brimstoneblade





Watcher

A twisted, spiteful demon used to manipulate their shackled victims.

SIGNATURE ATTACK:
Onyx Flame



Vulgrim

Smarmy and devious trader of souls, he cares not who the buyer is.



Ruin

War's terrifying and powerful steed.



Shadow War

War's dark alter ego.

SIGNATURE ATTACK:
Shadow Havoc Form



Shadow War's Havoc Form

The shadow incarnation
of War's Chaos Form.

SIGNATURE ATTACK:
Shadowsabre



Wicked K

An undead with class.

SIGNATURE ATTACK:
Gentleman's Ruckus



Charred Council

3 ageless entities who rule the balance between Heaven, Hell and the third kingdom; Earth.



Samael

An imprisoned demon who helps War regain his lost powers



Abaddon Commander of Heaven's army. SIGNATURE ATTACK: Heavenly Glory



Azreal The archangel of death, imprisoned in the Black Throne.

Ariel

One of Heaven's
champions
and second in
command to
Abaddon.

SIGNATURE
ATTACK:
Bladestorm



Ulthane

One of the old ones,
Ulthane's forging ability
is without approach.
Incredibly powerful but
also lives like a hermit.

SIGNATURE ATTACK:
Meteor Hammer Throw

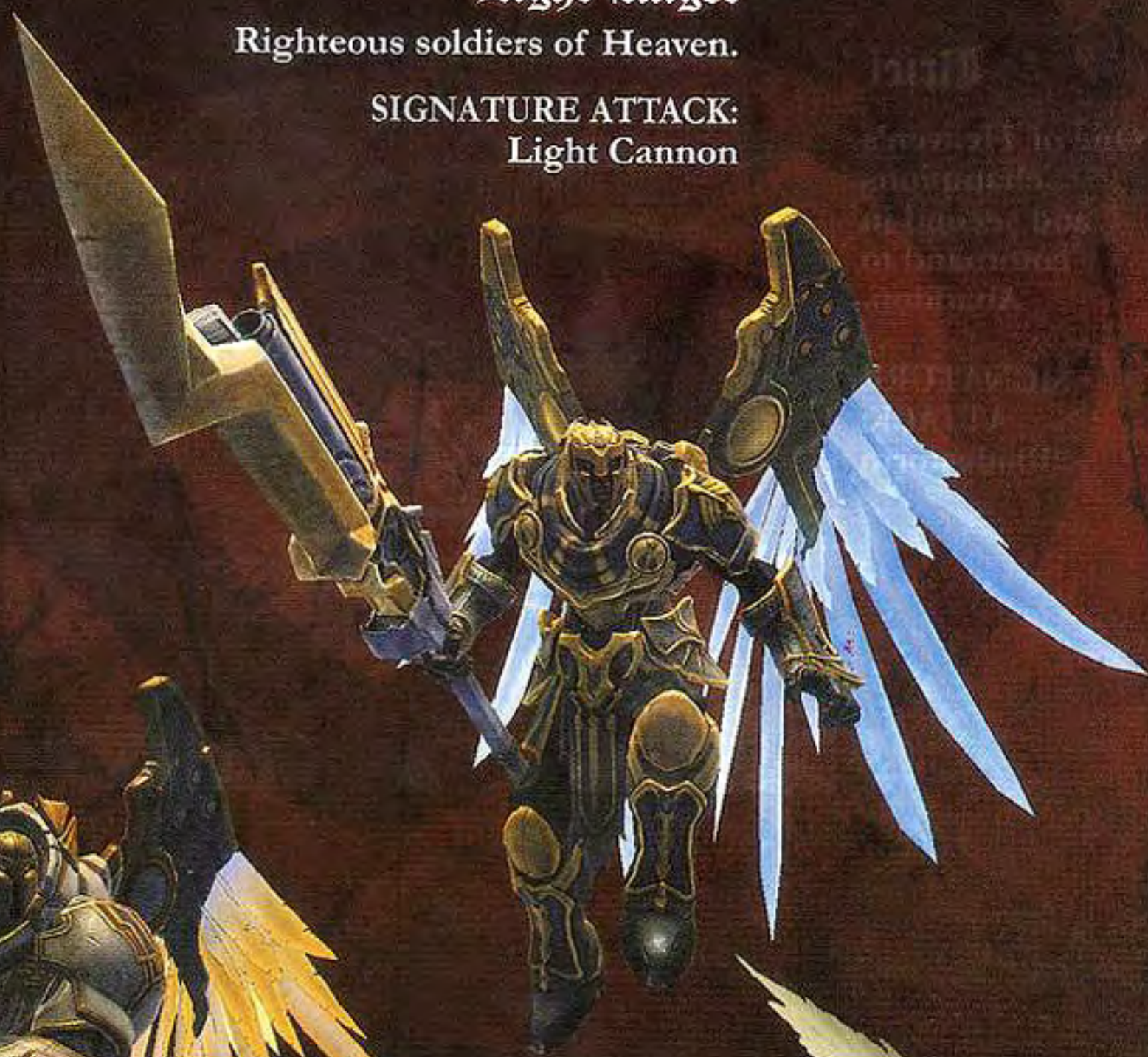


Angels

Light Angel

Righteous soldiers of Heaven.

SIGNATURE ATTACK:
Light Cannon



Stormbolter

Heaven's flying squadron.

SIGNATURE ATTACK:
Skybolt



Angel Champion

Angel champion sent to defend Heaven's honor.

SIGNATURE ATTACK:
Lancer Rush



Forsaken

Elite angels corrupted by evil power.

SIGNATURE ATTACK:
Sonic Moon



Fallen Angel

Outcast abandoned by heaven left to wander the earth.

SIGNATURE ATTACK:
Soul Grinder

Angelic Mount

Used as flying mounts by the Angelic Army, these majestic beasts fly with grace but are ferocious fighters.

SIGNATURE ATTACK:
Chasing Shot

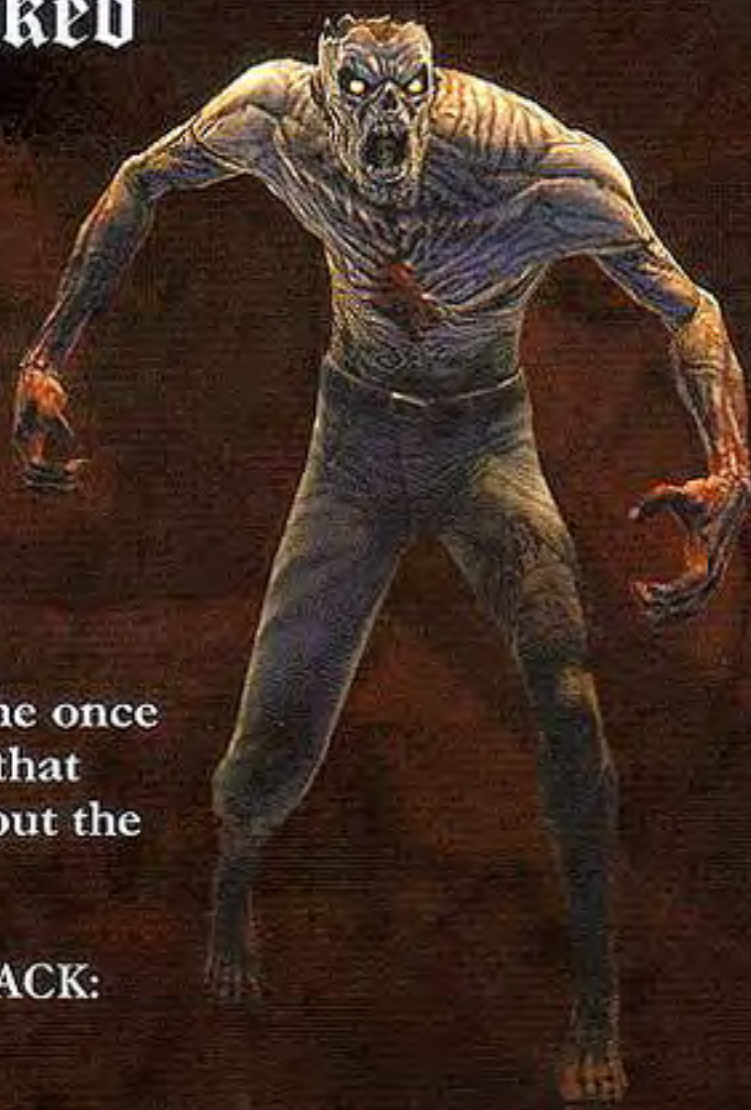


The Wicked

Male Wicked

Male version of the once human creatures that shamble throughout the world.

SIGNATURE ATTACK:
Desperate Lunge



Female Wicked

Female version of the Wicked.

SIGNATURE ATTACK:
Infection Strike



Ravenous

Soul eating demon with an insatiable appetite.

SIGNATURE ATTACK: Soul Gorge



Fleshburster

Fiery Golem bent on destruction.

SIGNATURE ATTACK:
Kamikazian



Tormented Gate Ancient, non-aggressive entities made from living rock. Unkillable, but forced to do the destroyer's bidding.

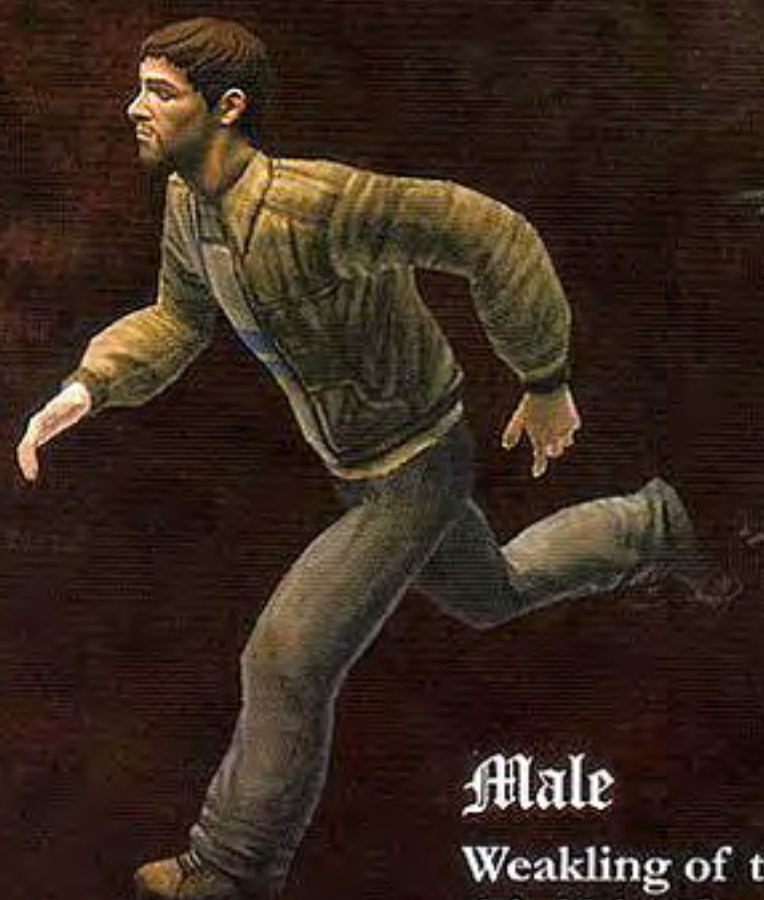
SIGNATURE ATTACK: Atomic Stomp



Female

Weakling of the third kingdom.

SIGNATURE ATTACK: Hope



Male

Weakling of the third kingdom.

SIGNATURE ATTACK: Sprint



Cop

Brave, but futile protector of the third kingdom.

SIGNATURE ATTACK: Pistol Whip

Humans

Phantom Guards

Phantom Guard Soldier

Minion grunts from the demon realm.

SIGNATURE ATTACK:
The Cleaver



Phantom Captain

Commander of the demonic legions.

SIGNATURE ATTACK:
Gutbuster Uppercut



Phantom General

Phantom general assigned to guard the prison of Samael.

SIGNATURE ATTACK:
Storm Geyser



Debastator

A power, tank-like brute who carries the formidable fracture cannon weapon into battle. Slow, but dangerous at a distance.

SIGNATURE ATTACK:
Fracture Bolt



Deep Lurker

Electric demon fish that infest waters of Earth.

SIGNATURE ATTACK:
Aquashock



Berserker

Phantom Giant with incredible power.

SIGNATURE ATTACK:
Rampage Blade





Caster

Forgotten shaman that practices the forbidden arts.

SIGNATURE ATTACK:
Death From Below

Tailer

Lumbering demons that walk the wastelands of the demonworld for lost souls.

SIGNATURE ATTACK:
Cage Summoner



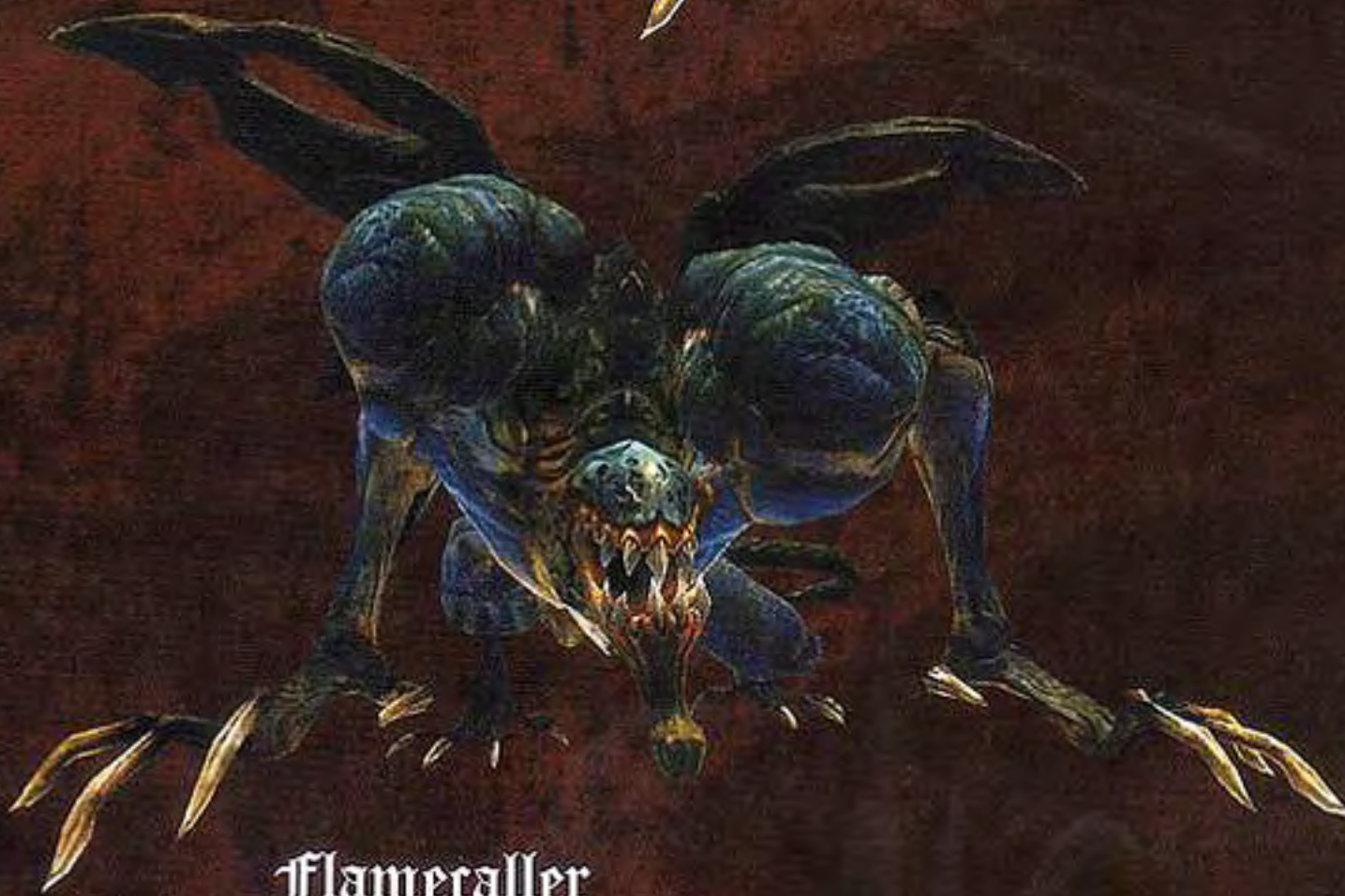
Minions



Minion

Grotesque scavengers of bloodied battle fields.

SIGNATURE ATTACK:
Lurching Claw



Flameraller

Demonic Archers that lurk in the shadows.

SIGNATURE ATTACK:
Molten Core



Goreclaw

Fearless hunters with unfathomable hunger.

SIGNATURE ATTACK:
Barrelblades

Undead

Crow

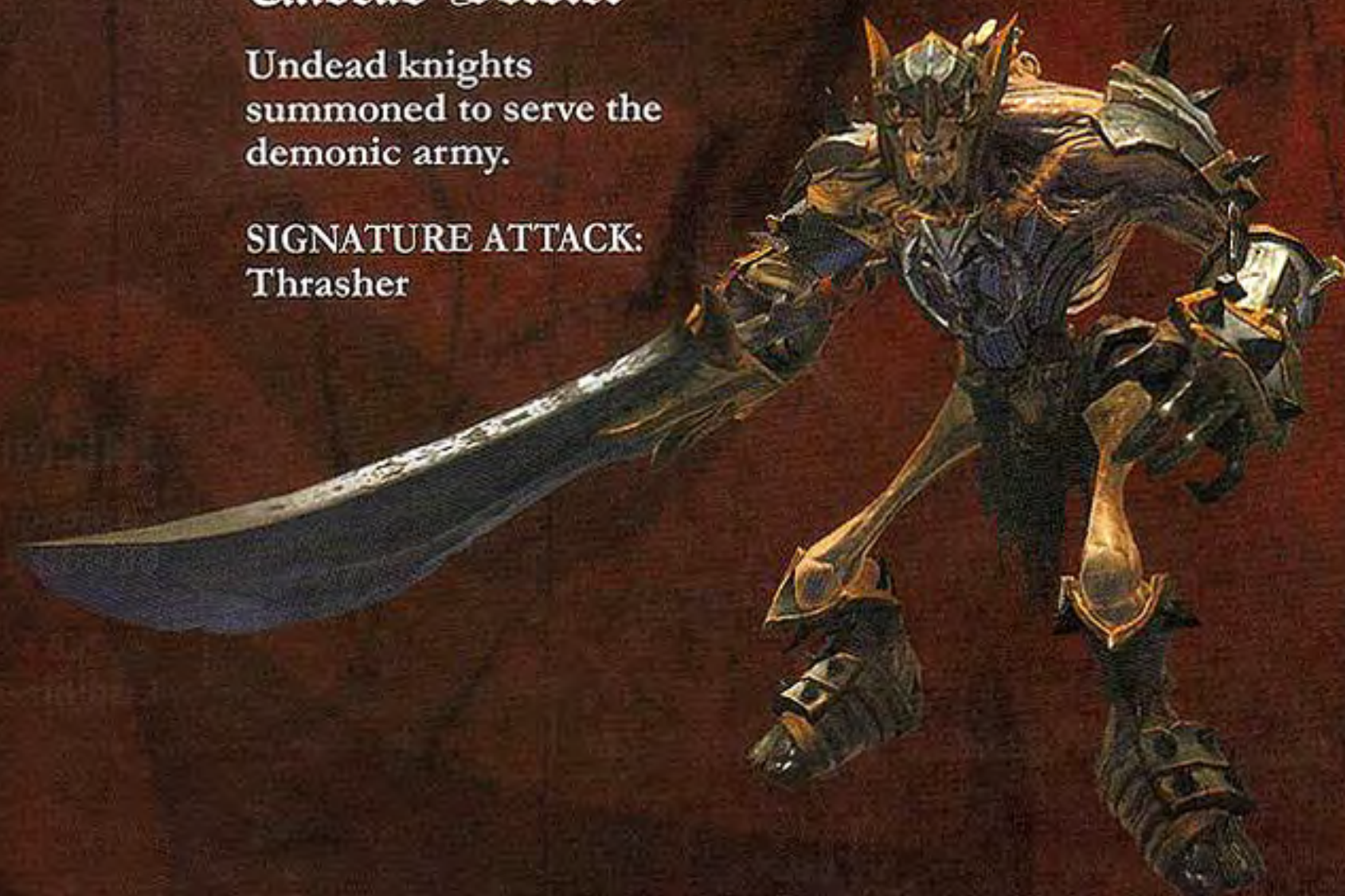
A possessed version of the third kingdom's vermin bird.



Undead Soldier

Undead knights summoned to serve the demonic army.

SIGNATURE ATTACK:
Thrasher



Conscript

Undead brute with armor made from demonic crystal.

SIGNATURE ATTACK:
Shatterblade





Shield Lord

Heavily armored undead brute.

SIGNATURE ATTACK:
Maelstrom Fury



Undead Lord

Elite undead knights from the depths of Hell.

SIGNATURE ATTACK:
Bone Crusher

Broodlings



Broodling

Vicious baby spiders spawned from Silitha's egg sacks.

SIGNATURE ATTACK:
Face Shredder



Loom Warden

One of the protectors of Silitha, these heavily armored beasts cannot be harmed while their shells remain.

SIGNATURE ATTACK: Feeding Frenzy



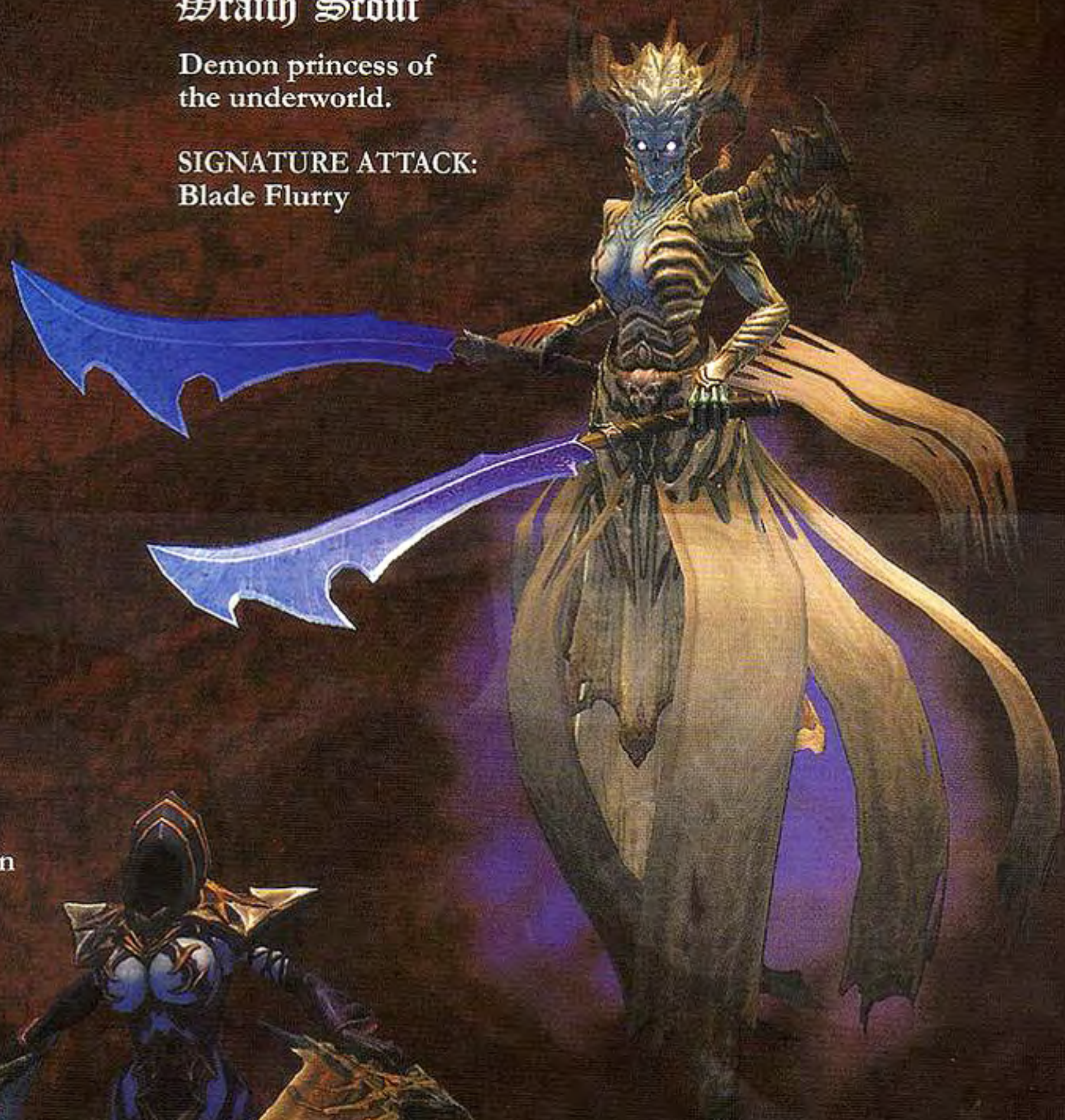
Broodmother Crystal shelled guardian of Silitha. **SIGNATURE ATTACK:** Seismic Slam

Wraiths

Wraith Scout

Demon princess of the underworld.

SIGNATURE ATTACK:
Blade Flurry

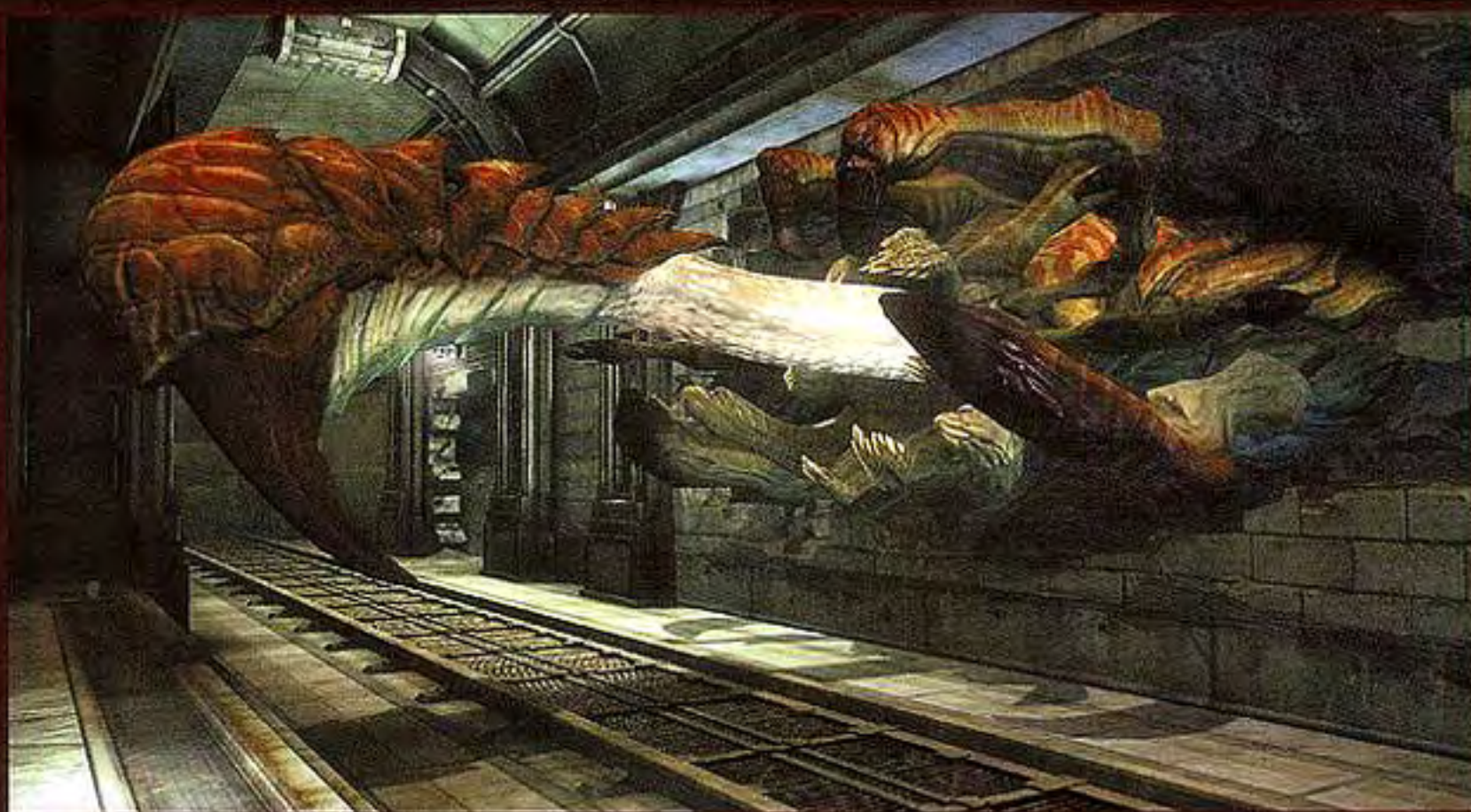


Wraith Soldier

Vengeful spirt with twin blades of torture.

SIGNATURE ATTACK:
Dancing Blade





Torture Coil

Massive, underground beast with unparalleled strength. It lies in the deepest reaches of The Hollows and breaks through the wall to destroy anything it senses moving.

SIGNATURE ATTACK:
The Constrictor



Ash Titan

Giant sand worms that scour beneath the Ashlands.

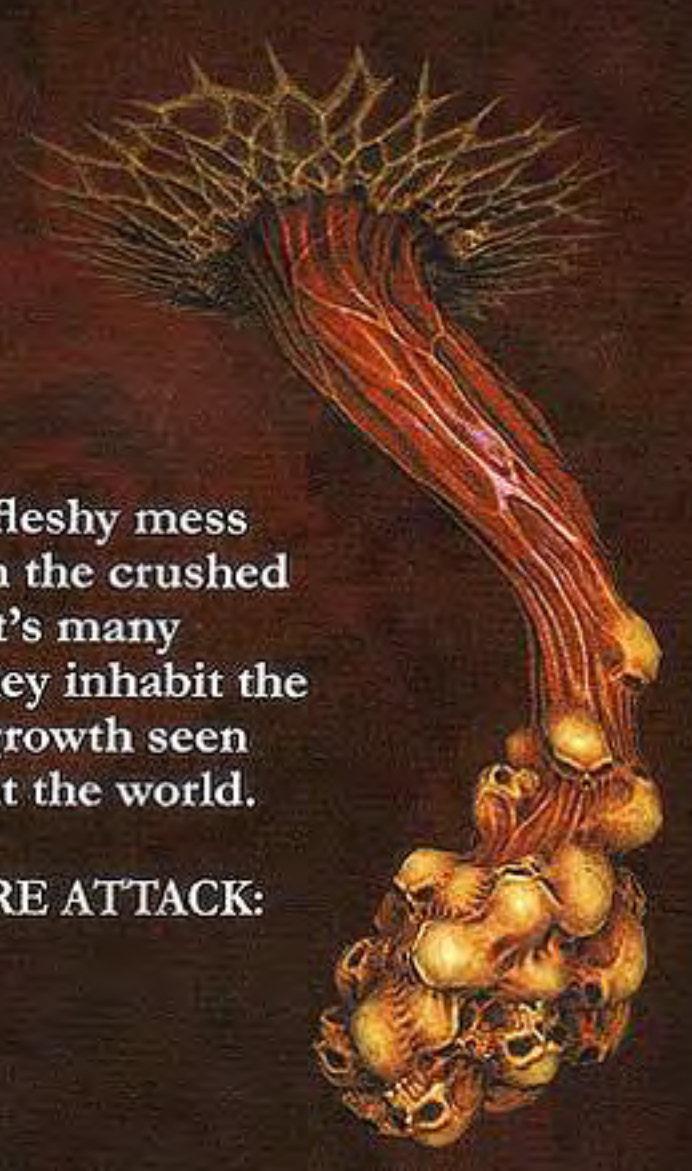
SIGNATURE ATTACK: The Earth Swallow



Goremaw

Feeding talons who cannot be killed, only injured. Lie in wait for their unknowing pray to walk beneath them.

SIGNATURE ATTACK:
The Gore Grinder



Lasher

A twisted fleshy mess made from the crushed bones of it's many victims, they inhabit the demonic growth seen throughout the world.

SIGNATURE ATTACK:
Fleashlash



Trauma

Chain bound Bezerker demon who holds no allegiances

SIGNATURE ATTACK: Lunging Claw



Earthcracker

Strongarm of the underworld forces.

SIGNATURE ATTACK:
Dozer Charge

Rot Mauler

Disease ridden outcast of the underworld.

SIGNATURE ATTACK:
Plague Breathe



Ghoren

Fire demon lord with molten hands.

SIGNATURE ATTACK:
Flamesummon



Guardian

Ancient construct
that protects the
Black Throne.

SIGNATURE ATTACK:
Bull Dozer Spin



Grappleclaw

Savage beasts with
relentless ferocity.

SIGNATURE ATTACK:
Frenzy



Grappleclaw

(Rare version)

Savage hunters that
scour the land.

SIGNATURE ATTACK:
Flamewind Leap



The Fallen

Rarely seen through the scorched Earth, this huge winged beast was part of the first wave to attack humanity.

SIGNATURE ATTACK:
Hellfire Flame



Locust

Small, robust winged creatures that move in hords.

SIGNATURE ATTACK:
Pincer Stab



Stinger

Locust hybrid that can emit bursts of electrical energy.

SIGNATURE ATTACK:
Plasmasphere



Redtip

A hybrid of the locust which shoots molten projectiles.

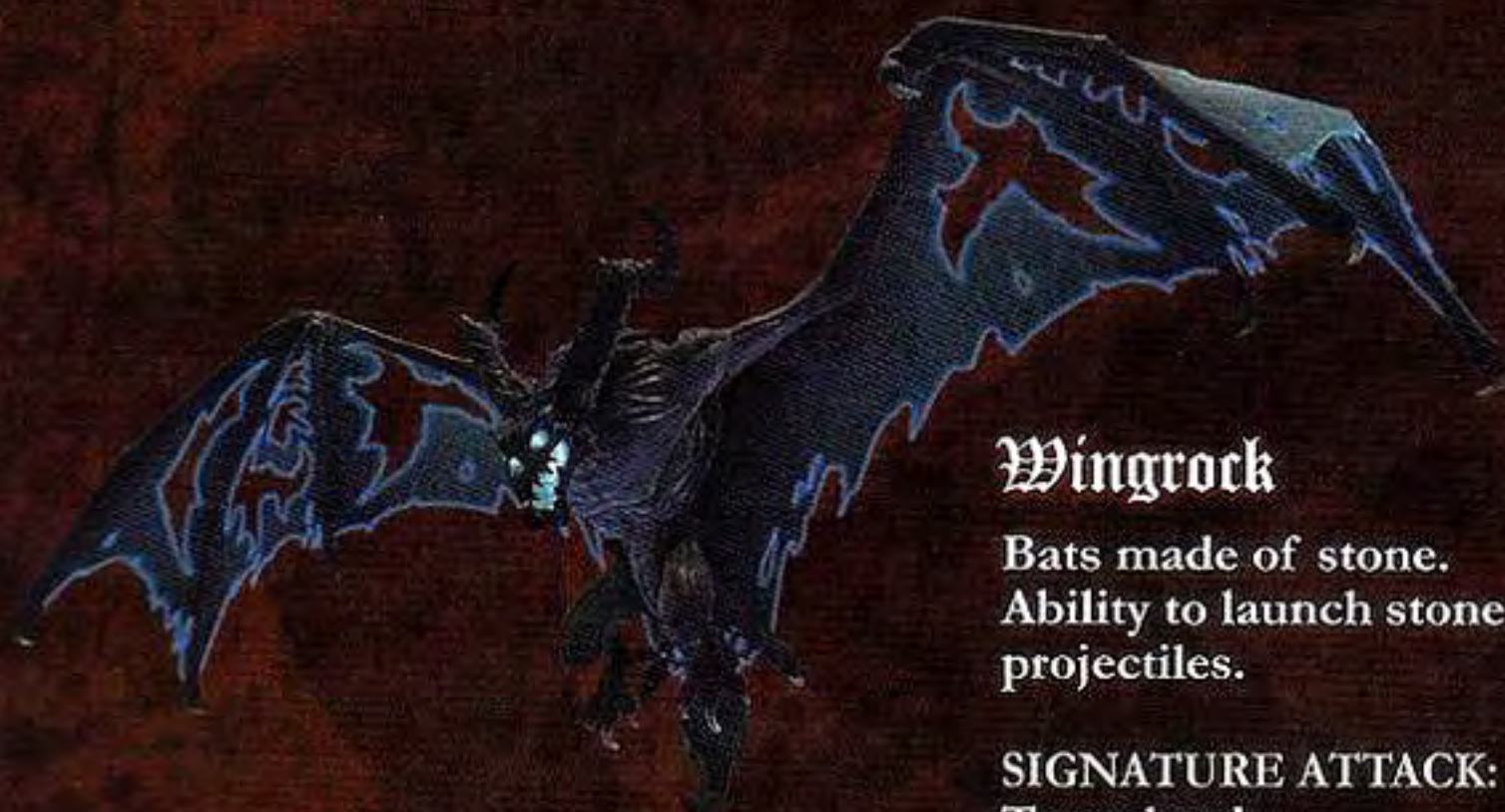
SIGNATURE ATTACK: Fire Bolt



Labashrike

Fire bats from hell.
Ability to launch
molten projectiles.

SIGNATURE ATTACK:
Molten Breathe



Wingrock

Bats made of stone.
Ability to launch stone
projectiles.

SIGNATURE ATTACK:
Terrashard

Duskwings

Duskwing

Giant bat soldier.
Minions of Tiamat.

SIGNATURE ATTACK: Hooktip



Abyssal Riders

Abyssal Champion

Heavily armored cavalry of the demon army.

SIGNATURE ATTACK:
Napalm Flash



Abyssal Rider

Black Knights of the underworld.

SIGNATURE ATTACK:
Blade Lancer



Abyssal Gladiator

Dark rider that has enslaved Ruin.

SIGNATURE ATTACK:
Napalm Fist



Tiamat

Ancient queen of the bats.

SIGNATURE ATTACK: Flying Sweep



Griever

One of the 4 chosen who
lurks within the dark
depths of the hollows

SIGNATURE ATTACK:
Groundshaker



A large, dark, multi-limbed monster with a central red, star-shaped core. It has several long, black, clawed limbs and is set against a background of jagged, dark rock formations.

Stygian

The oldest of all the chosen, an ancient ash titan shackled due to its unseeing hunger.

SIGNATURE ATTACK:
Rising Death

A large, multi-limbed monster with a central, ornate, golden-brown core. It has several long, dark, clawed limbs and is set against a background of dark, jagged rock formations.

Silitha

Queen of the loom, keeper of secrets. The most intelligent of all the chosen.

SIGNATURE ATTACK:
Dimension Claw



Straga

Lord of the underworld.

SIGNATURE ATTACK: Rising Death



The Destroyer

Ruler of Hell.

SIGNATURE ATTACK:
Blazing Crusher





“THE LAST SUPPER”



“WAR AND RUIN”

<<“IN THE BEGINNING”

“CHARGING ATTACK” >>

“WAR AND RUIN”







“GIANT KILLER”

“RUNNING THROUGH” (previous spread)

“BATTLE IN THE STREETS” >>











<<
"HEADS
WILL ROLL"



EARLY BOX ART

FINAL BOX ART >>



Game Credits

General Manager

David Adams

Creative Director

Joe Madureira

The Leads

Timothy Bell—Producer
Colin Bonstead—Lead Programmer
Haydn Dalton—Lead Designer
Marvin Donald—Lead Animator
Timothy Donley—Production Manager
Sam Gage—Lead VFX Artist
Gray Ginther—Lead Character Artist
John Pearl—Lead Environment Artist
Tarlochan Randhawa—Art Director
Jeremy Robins—Lead SFX Artist
Ryan Stefanelli—Lead Level Designer

Animators

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Bradley Marques, Chris Mead, Jeremy Pantoja,
Leisel Spence

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Paul Richards, Nicholas Southam

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John Flath, William Fuller, Christopher Peacock,
Leah Pearl, Mike Rodriguez, Ryan Verne, Cliff Young,
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Melissa Smith, Sarah Tempas

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Colin Post

VFX Artist

Ryan Rosanky

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Howard Tang, John Tran

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Eric Johnson, Jason Krueger, Jae Yoon Oh, Chuck Suong

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Adam Schuman, James "Bobby" Simpson,
Thomas Spampinato, Eric Spittler, Michael Tarwater,
Billy Wardlaw

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Bo Bell, Travis Koleski, Michael Maza,
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Eric Williams — Short Short Super, LLC

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Moon Bloodgood (as Uriel)
Mark Hamill (as The Watcher)
Phil LaMarr (as Vulgrim)
Lani Minella (as Silitha and Tiamat)
Liam O'Brien (as War)
Vernon Wells (as Samael)

Also With

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Isaac Singleton, Jessica Strava, Keith Szarabajka,
Fred Tasciore, Victor Wexler

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Keith Aram, Joe Madureira

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VO Production Coordinator

Valerie Michelle Aram

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STORY

Story

Joe Madureira

Script

Joe Kelly, Joe Madureira

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And to the families of the Vigil Games team for their
incredible patience and support throughout the
Darksiders development process.

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SPECIAL THANKS:

JOE MADUREIRA, DAVID ADAMS,
and the entire team at Vigil Games

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Published by UDON Entertainment Corp.
P.O. Box 5002 RPO Major Mackenzie, Richmond Hill,
Ontario, L4S 0B7 CANADA.

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coincidental. No portion of this publication may be used
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Printed by Suncolor Printing Co. Ltd.
E-mail: suncolor@netvigator.com

First Printing: October 2010

ISBN-13: 978-1-926778-10-5
ISBN-10: 1-926778-10-3

Printed in Hong Kong



“文艺复兴” 国外原版书籍
<http://shop34997317.taobao.com>